

Disney | SQUARE ENIX

# KINGDOM HEARTS *Birth by Sleep*



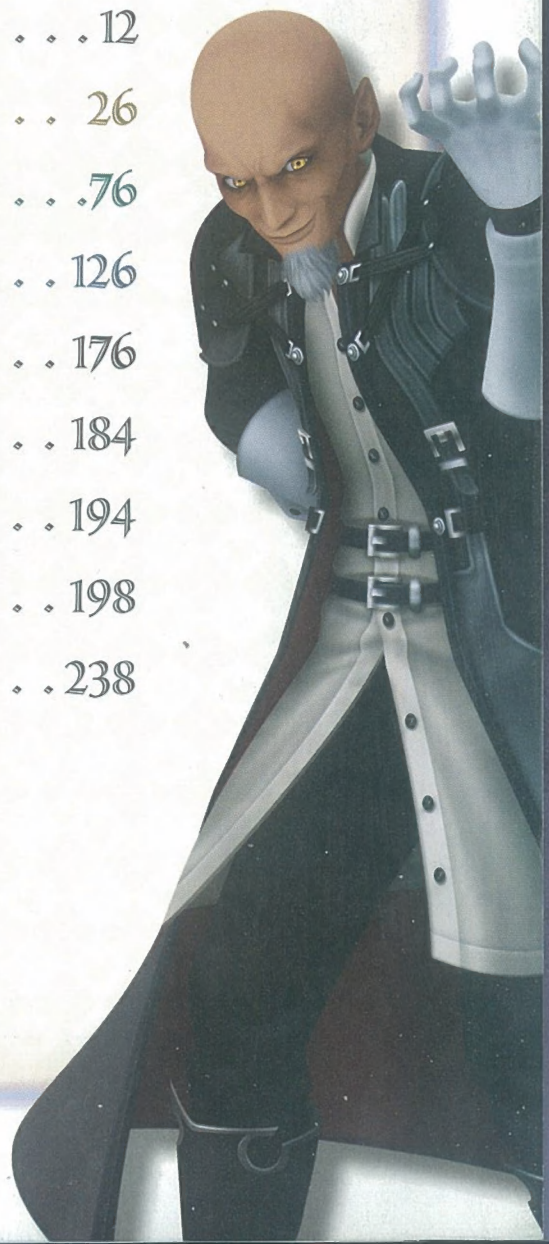




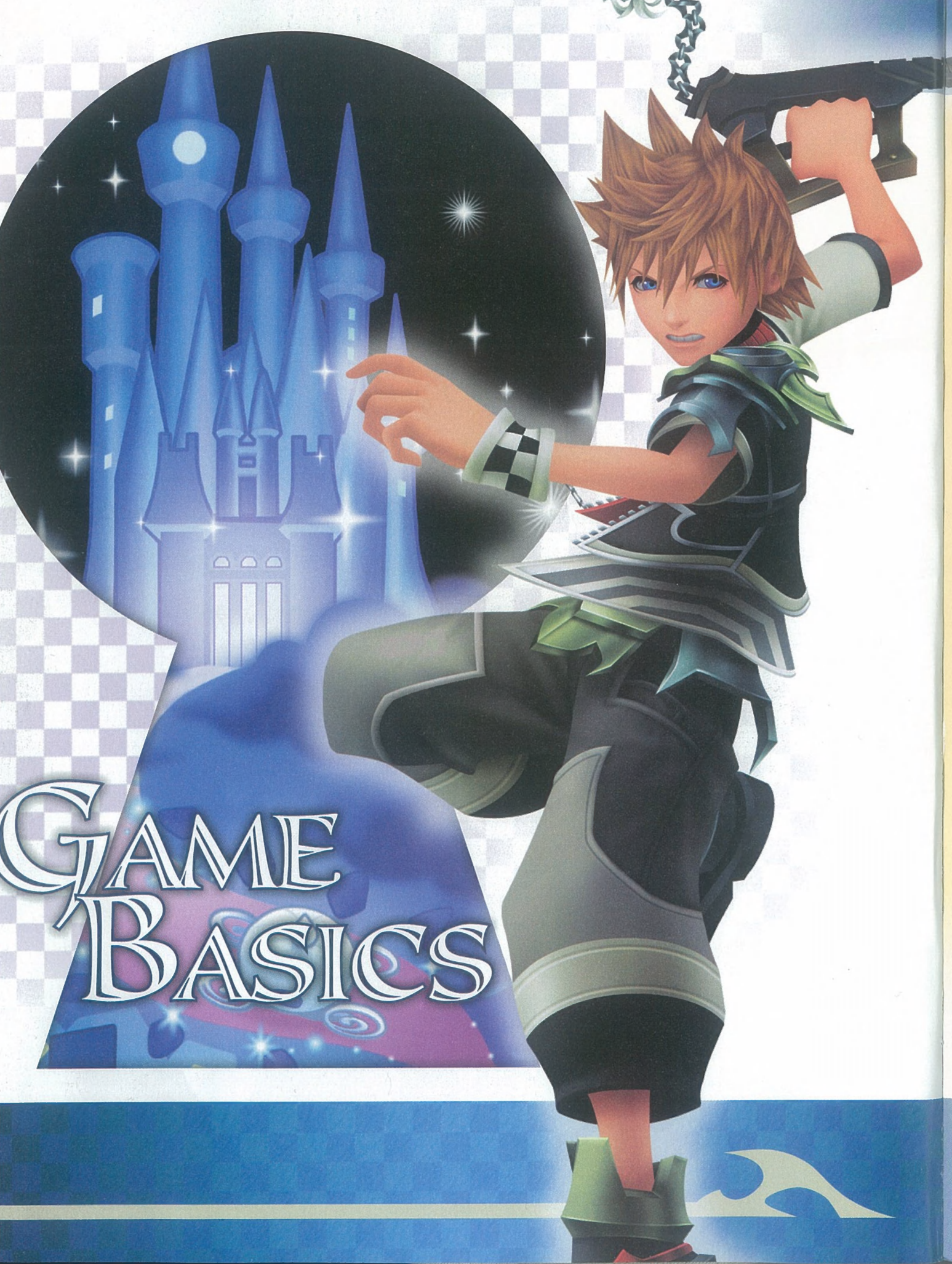


# KINGDOM HEARTS *Birth by Sleep*

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# GAME BASICS



# THE JOURNEY BEGINS



## A STORY IN THREE PARTS

There are three heroes in *KINGDOM HEARTS Birth by Sleep*, each with his or her own full-length adventure. While Terra, Ventus, and Aqua visit the same assortment of worlds in pursuit of similar goals, their quests unfold very differently. Each meets different characters, explores different regions, and learns different abilities.

After a brief tutorial, you have an opportunity to choose your first character. When that character's quest comes to an end, you can begin a new game with a new hero of your choice. Each character begins with nothing; items, abilities, and report data do not carry over from character to character. But once you complete the game with any character, you unlock the Trinity Archives, where you can track the interwoven storylines and your characters' combined accomplishments.

## READ THE USER MANUAL

This chapter is intended to supplement, not replace, the user manual included with your copy of *KINGDOM HEARTS Birth by Sleep*. We avoid repeating content already covered in the manual unless it's pertinent to another concept, or it warrants special emphasis or elaboration. The discussions in this chapter assume that you understand the content covered in the user manual.

### SELECT A CHARACTER



### TRINITY ARCHIVES



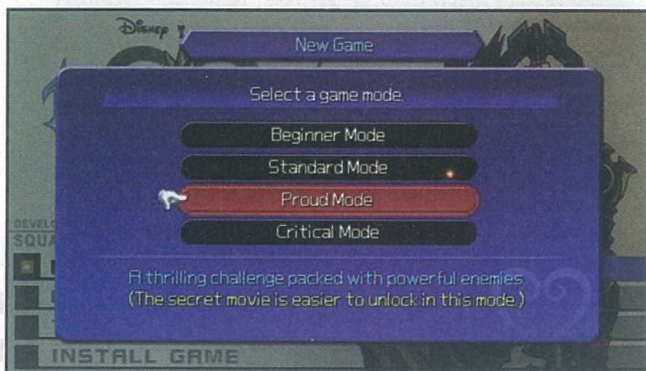


## A CHALLENGING DECISION


At the beginning of the game, players are prompted to choose one of four difficulty settings. Once a setting is selected, the choice cannot be changed. To get the benefits of playing on harder difficulty modes, you must choose the same difficulty mode for all three of your characters.

Players who choose harder difficulty modes are rewarded with easy access to the secret movie at the end of the game. Players who choose the Standard difficulty can still unlock the secret movie, but they must clear Final Episode and complete their entire Reports menu by finding every ability, enemy, sticker, and treasure. This also includes mastering all the mini-games. This is arguably a much harder task than beating the game on Proud mode.

DIFFICULTY MODE	COMBAT DIFFERENCES	SECRET MOVIE
Beginner	You deal 50% more damage, and all damage dealt to you is halved.	Not accessible
Standard	You deal and receive normal damage.	Must complete Final Episode and the Reports section
Proud	You deal normal damage, and all damage dealt to you is doubled.	Must complete Final Episode
Critical	You deal half damage, and all damage dealt to you is doubled. Game begins with extra deck command slots.	Must complete Final Episode



## EXPLORING "THE LANES BETWEEN"

After you complete the prologue and choose your character, you arrive at the game's World Map, a secret interdimensional pathway that connects a dozen different worlds. You can land on any world that's fully illuminated (by pressing the  button), but the dimmer worlds are locked off. You often have the option to visit multiple new worlds, as well as any previously visited world. If you're intimidated



by the number of choices, simply look for the sparkling stars that indicate the next suggested destination.

Beneath each world's name, you see its Combat Level, which determines the difficulty level of the normal enemies you face there. The lower the level, the easier the foes, but the less lucrative the area is in terms of EXP and CP. You also see the percentage of the world's treasures you've collected, which is particularly important to players who select Standard difficulty; they need to get 100% on every world with every character to see the secret movie.



## SAVING, CONTINUING, AND RETRYING

Whenever you find a glowing save point or return to the World Map, you can save your game and preserve your progress. But you needn't worry if you fall in battle and haven't saved recently; in addition to loading a saved game, the game provides two options that allow you to get immediately back on your feet.


When you want to attempt a battle again immediately, choose "Retry" to return to the battlefield with full HP, Focus, and D-Link Gauges. Your foes return to full health as well. But if you want to make a strategic retreat, or access your Camp Menu (to change your Command Deck, perhaps), choose "Continue" instead. Continuing also restores your gauges, but you resume at the beginning of the map (if you fell against normal foes) or the previous map (if you died in a boss fight).





## USING THE COMMAND GAUGE

The Command Gauge, which sits atop your Command Deck on the screen's left side, is the key to unleashing many of the game's most powerful attacks. Whenever you land an attack or an offensive command, the gauge fills. The amount it fills varies based on the attack. If you allow time to pass between attacks, the gauge slowly drains. You need to fight aggressively to make the most of the Command Gauge.

If you fulfill the necessary conditions for a Command Style, you can perform it with a tap of the  button as soon as the gauge is full. If you haven't enabled any Command Style, you're allowed to execute a single, powerful Finish command instead. Once you perform either a Command Style or a Finish command, the Command Gauge drains to zero. You can begin building it up again immediately.



## COMMAND STYLES

As you charge your Command Gauge, the game keeps track of which commands you used to do it. If you use enough commands of a certain type to trigger a Command Style, you switch to that style when the gauge is full. For example, if you know the Diamond Dust Command Style, and you make heavy use of Blizzard-type spells and attacks while you fill the Command Gauge, you're likely to activate the Diamond Dust Command Style when the gauge is full. If you use a variety of attacks that trigger multiple styles, you get whichever Command Style you've triggered most.

Command Styles change your basic attack, giving you a longer combo string and more powerful attacks. When you fill up your Command Gauge, you can unleash a powerful Finish command at the end. Note that the Command Style ends whenever you unleash a Finish command, open the Camp Menu, leave an area, or allow your Command Gauge to fully drain.

Your hero unlocks Command Styles throughout the game. You can view them in the Stats screen of your Camp Menu, but you don't need to equip or manage them in any way.



## ADVANCED COMMAND STYLES

There are two tiers of Command Styles, denoted by the number of stars beside a Command Style's name on the Stats screen. While you're in your default style, you can trigger only one-star Command Styles. When you're using a one-star Command Style, you can't trigger a different one-star Command Style, but you can trigger an advanced, two-star Command Style. Once you start using a two-star Command Style, you can't trigger any further styles—the ride has to stop somewhere!

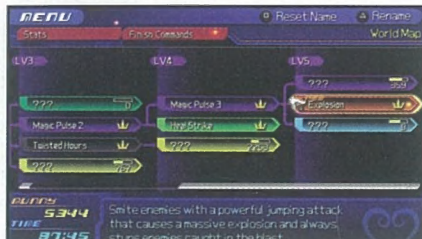




## FINISH COMMANDS

When you fill your Command Gauge, if you haven't met the conditions to trigger any Command Styles, you trigger a Finish command instead. (Each Command Style also has its own Finish command.) Finish commands are powerful attacks that deal heavy damage, and they may have extra effects, such as replenishing HP or generating extra prizes.

You can set your Finish command on the Command menu's Command Deck screen. Notice that your Finish commands form a flow chart, with the level-1 Finish command branching off into multiple level-2 Finish commands. In turn, those branch off into multiple level-3 Finish commands, and so on. You must unlock each new Finish command by meeting certain conditions, such as collecting a set amount of CP or



munny, or using a certain Command Style a set number of times. You can make progress toward unlocking only the Finish commands that are connected by a line to your currently selected Finish command. Refer to this book's Characters section to view the conditions necessary to unlock each Finish command.

## DEFENDING YOURSELF

While the Command Gauge encourages an aggressive play style, you can't stay on offense all the time. You begin the game with several defensive options preinstalled in your action Command Deck, and you learn more over the course of your journey.

### DEFENSE



If you tap the **○** button while standing still, your hero creates a barrier around him- or herself that lasts for roughly two thirds of a second. To block successfully, you must anticipate enemy attacks and press the **○** button roughly one second in advance. Any enemies that strike the barrier are knocked back and often briefly stunned instead of dealing damage to your hero. While Terra and Ventus can protect themselves only from frontal attacks, Aqua can block attacks from any direction. You can upgrade your block command with different action commands, which may inflict status conditions on foes after a successful block.

### MOVEMENT



Your heroes can evade attacks entirely by pressing the **○** button plus any direction on the analog stick, which executes a rapid slide, dash, or roll in that direction. You can upgrade your basic evasive attacks with new ones that may have additional effects, such as damaging the foes you touch when you use the move. Ventus alone can learn a second type of evasion known as a Reversal; when a foe he's locked onto begins to attack, a quick tap of the **○** button sends Ventus rolling behind the foe instead of blocking.




### REPRISALS




During the course of their journey, your heroes learn multiple ways to counterattack foes. Guard counters allow you to retaliate after a successful block by unleashing a powerful attack via the **×** button. Payback counters can be triggered only after a successful enemy attack sends your hero flying backward; press the **○** button in mid-flight to lunge straight back at the enemy with a quick Keyblade swing.



## USING THE SHOTLOCK

The Shotlock is a powerful new command that allows you to target distant foes easily or rack up a series of powerful hits against even nearby enemies. Whenever you hold the  and  buttons, you pull up a large green crosshairs. Use this to paint targets on foes; you can sweep multiple foes over a wide area, or hold the crosshairs over a single foe to lock onto it multiple times. When you're ready to fire, or you've locked onto the maximum number of targets, press the  button to execute the attack. Most Shotlock abilities fire a number of projectiles that automatically seek out their targets, but some send your hero zipping from target to target, attacking them directly.

Shotlocks are equipped to your Command Deck, where they level up like any other command. At level 2, each Shotlock gains an additional attack that you can use whenever you lock onto the maximum number of targets and fire. These vary by Shotlock, but they typically involve pressing the  button rapidly or at set intervals to fire additional shots.


Using your Shotlock consumes Focus, a resource measured in the yellow-to-red bar in the screen's lower-right corner. You can gradually recharge lost Focus by attacking enemies. Or you can replenish it in larger amounts by using items, like Ether, or commands, like Break Time. Your Focus completely refills whenever you exit to the World Map or die and choose to retry or continue.



## USING DIMENSION LINKS

While your hero typically fights alone, the friends he or she makes during the adventure are never far away. Thanks to the power of Dimension Links, you can summon the spirit of a comrade and gain an assortment of his or her abilities almost any time you want, aside from a small handful of boss fights.

You can use a Dimension Link only when you have a full D-Link Gauge. Foes commonly drop prizes that restore lost D-Link energy, so refilling your D-Link gauge is rarely difficult. It also refills whenever you visit the World Map, or choose to continue or retry after dying.

To start a Dimension Link, press to the right on the D-pad and then up and down to select a character. Press the  button to initiate the link. Your HP bar instantly refills, and your Command Deck is replaced with the set of commands available to your Dimension Link partner. You can't use your own Command Styles and Finish commands, but you have access to the special Finish commands of your partner.

Using Dimension Links gradually saps your D-Link energy, and if your bar empties, the Dimension Link ends. It also ends if you leave the area, open the Camp Menu, or abort it by pressing right on the D-Pad and choosing "Revert."





## MANAGING YOUR DIMENSION LINKS

The D-Links section of your Camp Menu offers a few useful tools for managing your Dimension Links. You can view the Command Deck of each of your links, and choose between their basic Finish command and the advanced version (if you've unlocked it by collecting emblems). You can also turn off certain Dimension Links entirely, so that they don't appear in your menu when you select a partner.



## COLLECTING EMBLEMS

You can strengthen your Dimension Links by collecting items known as emblems, which randomly drop as enemy prizes while you're using a Dimension Link. On the first and second times you collect an emblem for a Dimension Link partner, that partner permanently learns a new ability, new and better commands, and possibly a more powerful Finish command. Emblems rarely continue to appear even after you've unlocked everything for your current Dimension Link. However, the third emblem and beyond have no effect outside of restoring 20% of your D-Link Gauge.

When you use a Dimension Link that doesn't yet have any emblems, the odds of finding one are higher, so it shouldn't take long to get your first one. The second one, which takes the Dimension Link to its



highest level, doesn't appear quite so easily.

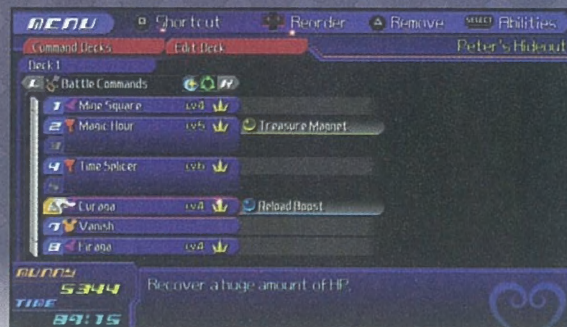
## FRIEND LINKS

In addition to the characters you meet on your quest, you can forge Dimension Links with the characters of other players you meet in the Mirage Arena. When players first participate in a Mirage Arena session, they can name and customize their characters, and that's how their characters appear as Dimension Links to other players. The basic moves and parameters of their D-Link avatars are based on their chosen character (Terra, Aqua, or Ventus), but they feature the Command Deck and Finish command of the player who created them. As with normal Dimension Links, some of the abilities of Friend Link partners, such as high-level commands, are sealed away until players acquire one or two emblems.

In addition to the game's standard complement of D-Link partners, each character can have up to eight Friend Links. You can make room for new ones by deleting Friend Links in the D-Links section of the Camp Menu.

## SETTING A COMMAND SHORTCUT

One commonly overlooked feature is the ability to set a command shortcut. When you're in the heat of combat, you don't want to waste time scrolling through your battle commands deck for an important command, like Cure or your best area-effect spell. Plan in advance, and use the @ button to set a shortcut to a single, favorite command in the Edit Deck section of the Command Decks menu. Once this shortcut is set, you can jump to that command simply by tapping to the left on the D-Pad.







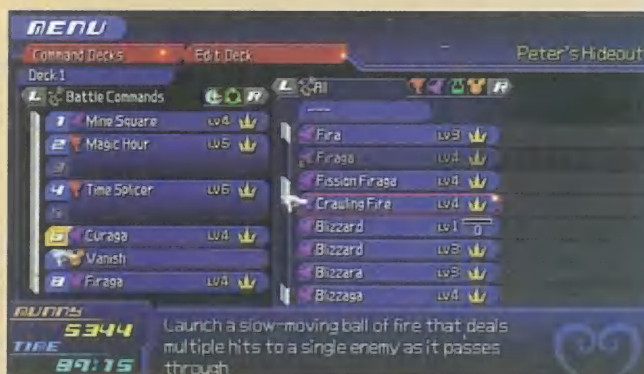
# HONING YOUR HEROES

## BEYOND EXP AND LEVELS

Like most RPGs, your hero gains experience points in combat. These points lead to him or her leveling up and gaining stat boosts. But what makes *KINGDOM HEARTS Birth by Sleep* unique is how little of your character's strength is actually derived from traditional things, such as character level and equipment quality. Players gain many of their stat boosts as rewards for accomplishing in-game objectives, and the commands and abilities available to each character have nothing at all to do with leveling up or equipment. The cornerstone of character-building in *KINGDOM HEARTS Birth by Sleep* is acquiring, melding, and mastering commands.



## BUILDING YOUR COMMAND DECK



Outside of basic attack combos, combat styles, and Finish commands, every one of your character's abilities can be found in his or her Command Deck. That includes everything from jumping and blocking, to using Potions, to casting spells like Meteor and Mega Flare. You can prepare up to three different Command Decks and switch between them in the Command Decks section of your Camp Menu. Each Command Deck consists of three different sections:

### BATTLE COMMANDS

Special attacks, spells, and items you can execute via the **△** button. You acquire these commands throughout your quest, and you can equip them to your Command Deck in the Camp Menu. Your equipped battle commands are always visible on the left side of the screen, where you can select them by pressing up and down on the D-pad. You begin the game with only three slots for battle commands, but you unlock additional slots as the game progresses. The game's most powerful commands require two slots to equip.

### ACTION COMMANDS

A list of your hero's innate abilities, which you can execute any time you like. These include basic functions like jumping and blocking, and more advanced ones like counterattacking, rolling, and gliding, which you may learn over the course of the game. You have enough action command slots to equip one of every type of function, so you don't have to choose between them. But you might learn different blocks that have special effects, or a longer type of jump, and you should replace basic action commands with a more advanced versions.

### SHOTLOCK COMMANDS

Your hero's main method of attacking enemies at long range. Each character learns several Shotlock commands over the course of his or her journey, but you can equip only one at a time. Some Shotlocks have special properties, such as elemental damage, that make them stronger in some situations but weaker in others. So, rather than sticking with a favorite, you may want to experiment with different Shotlocks against different foes.



## ACQUIRING NEW COMMANDS

Each character begins the game with a small handful of commands but can earn hundreds more in the course of the journey. Commands are one of the game's primary rewards, and there are several different ways to earn them.

### TREASURE CHESTS

Every world you visit is full of treasure chests, and commands are among the most common rewards. Note that the locations and contents of treasure chests vary by character.

### PRIZES

Sometimes you receive a command after defeating a tough boss or some other in-game challenge. These are typically valuable action commands that should be equipped to your Command Decks immediately.

### MONSTER DROPS

Some monsters drop commands as random prizes when you defeat them. However, these are typically very cheap and basic commands.

### MINI-GAME REWARDS

You can earn rare and unique commands as rewards for completing such mini-games as Rumble Racing, Fruitball, Ice Cream Beat, and Urn-Smashing. Typically, you can find the best rare commands on the Command Board, a board game in which you can buy the commands you land on with in-game currency. You can also earn a few nice commands by collecting stickers and arranging them in your sticker album.

### MELDING COMMANDS

Once you master a command, you can meld it with other commands to create new and typically more powerful commands. This is the only way to get many of the game's most powerful commands.

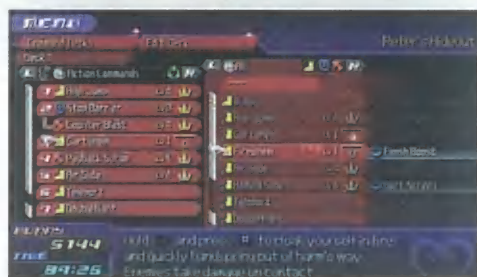
### THE MOOGLE SHOP

The Moogles appear in every world and gain new stock frequently. Each time you complete a world, you unlock a new batch of commands that are available in every instance of the shop. The shop also adds most commands once you acquire them through some other means. That way, you can meld away your new acquisition and still buy a duplicate of the original. A unique shop in the Mirage Arena adds stock based on your progress there, and sells its wares for medals instead of Munny.



## MASTERING COMMANDS

With the exception of items and a few spells like Esuna, virtually all commands can be leveled up to strengthen their effects. Whenever you defeat an enemy, every command currently equipped to your Command Deck earns an amount of CP equal to the amount of EXP your character earned. At set intervals, those commands level up, and the power of their effects grow slightly. This is true for action commands, like High Jump and Block, as well as battle commands. When a command reaches its maximum level, it's considered "mastered" and is marked with a gold crown in your Camp Menu. If you master a command that has an ability attached to it, your hero then permanently learns that ability. While mastered commands can be powerful, it's usually smart to rotate them out in favor of a new command that can put the CP to good use.



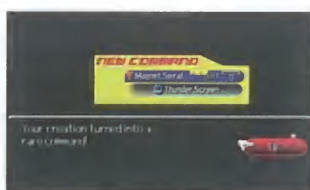
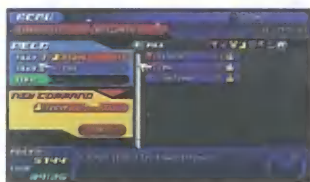
### MELDING COMMANDS

The easiest way to get powerful commands is to make them yourself. Players should continually rotate through the commands they find, master each in turn, and use the Meld Command option to fuse them into stronger commands with additional abilities. Note that some commands can be melded at pre-mastery levels, although these are fairly rare.



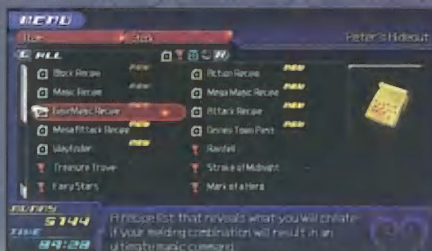
There are over 500 different recipes in the game, all of which can be found in the back of this book. However, there's no need to learn them all yourself. When you select the Meld Command option from the Command Decks menu, you're shown a list of all the commands eligible to be used as ingredients. If a command is dimmed out, it doesn't mean the command can't be used in any recipes; rather, it just means that you don't currently have commands to combine with it. Once you select two commands, you can select a crystal as a final ingredient, which adds a special ability to the finished item.

There are a few twists to the melding system. One is that each character has some exclusive recipes, so a recipe that works for one character may not work for the others. Another is the existence of rare skills that cannot be made consistently. For example, if you combine the Thundara and Confusion Strike commands, you typically make the Thunder Surge command. But for Terra (and only Terra), there is a 5% chance he'll end up with the rare and powerful Ars Solum command instead.



## COLLECTING RECIPE BOOKS

Your heroes find books of recipes in treasure chests throughout the worlds they visit, but they may not work the way you expect. You can make any recipe at any time you want, regardless of whether or not you have the book. The only thing the book changes is whether or not you can see what the final product will be before you select "OK." If you don't have the relevant book, the final product is listed as "???" until it's made.



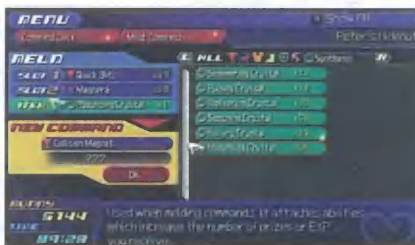
until it's made.

## CREATING AND MASTERING ABILITIES

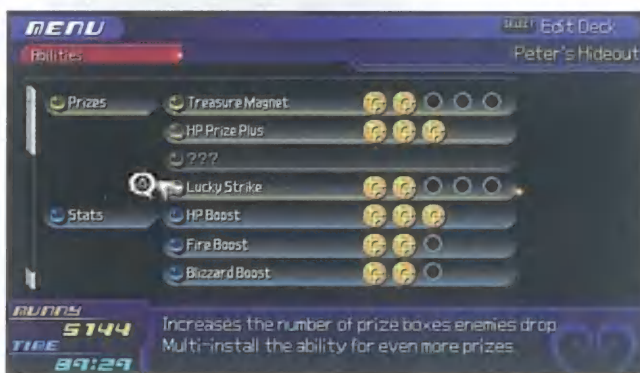
The ability to create and learn abilities may be the most important part of the command-melding system. Each of your heroes can learn up to 30 innate abilities, but the only way to do so is to mix crystals in with your recipes and then master the resultant commands. Abilities play a huge part in the growth of your characters, adding resistances to certain types of magic, boosting maximum HP, decreasing ability reload time, and even offering powerful effects, such as immunity to damage while casting healing spells, or free EXP for every step taken.

You find a variety of crystals in treasure chests and among the prizes left by defeated foes. When you meld two commands, you can add a single crystal, which causes an ability to be added to the finished command. Abilities are not random; you can check the recipe section in the back of this book to see exactly which ability each crystal grants in a specific recipe.

Your hero gains the benefits of an ability for as long as its command is in your Command Deck. When that command is mastered, the ability becomes a permanent part of your hero, persisting even after the command is removed from your deck. Some abilities can be learned only once, while others can be learned multiple times and have cumulative effects. Select Abilities from your Camp Menu to see exactly which abilities you've permanently learned, which abilities you have equipped, and which abilities you're capable of learning



multiple times. Note that you have to create each ability at least once before it appears on your ability list.









# CAST and COMPANIONS





# TERRA

MAX HP	50
STRENGTH	4
MAGIC	4
DEFENSE	2

Terra is the largest and strongest of the heroes. His long arms and heavy Keyblades allow him to swing wide and strike foes from farther away. His starting Defense scores are weak, but he has plenty of extra HP to make up for it. On the downside, Terra is the slowest of the heroes and has the most limited assortment of defensive action commands. But his aggressive combat style makes him an ideal first character for newcomers.

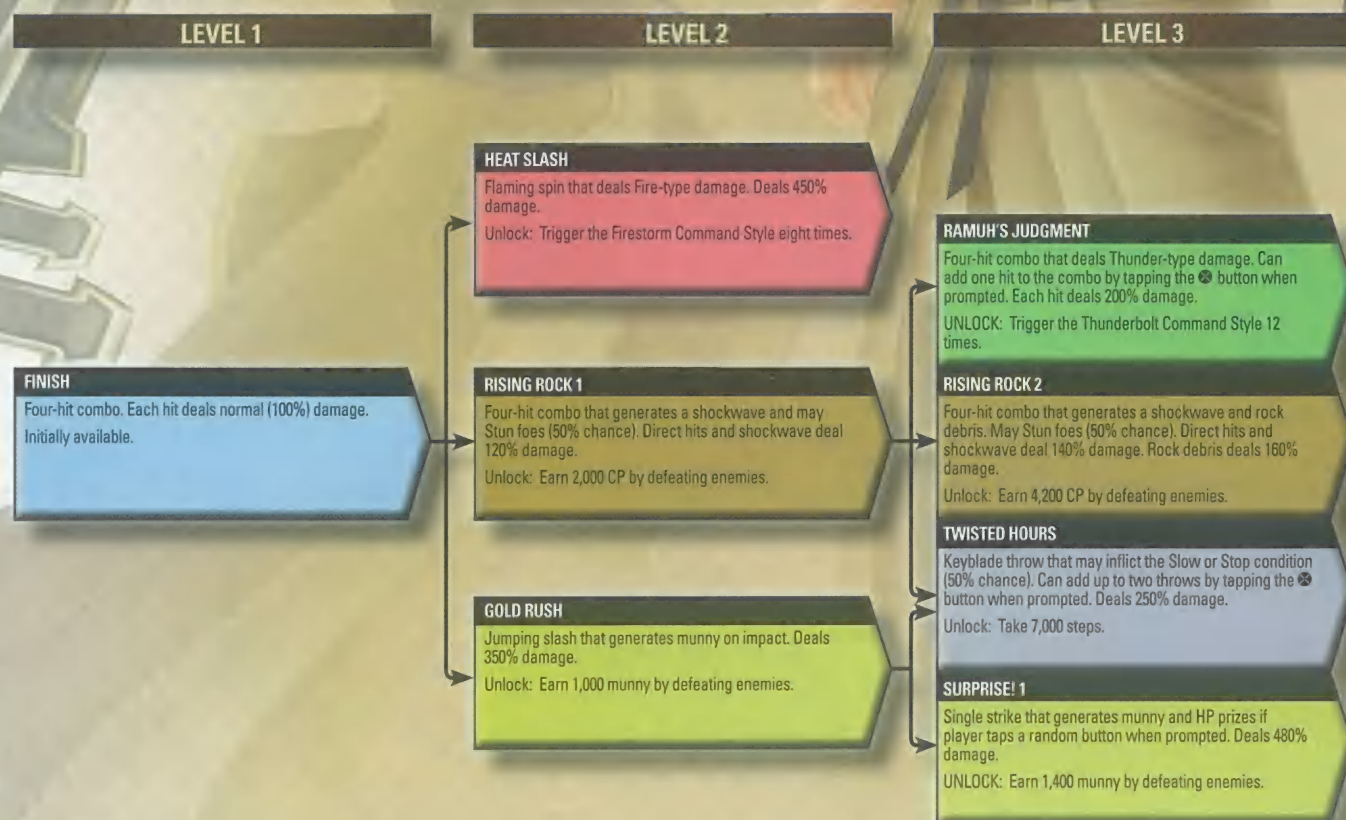
## STARTING PARAMETERS

STARTING COMMANDS	
BATTLE COMMAND	Sliding Dash
BATTLE COMMAND	Quick Blitz
BATTLE COMMAND	Stun Edge
ACTION COMMAND	Jump
ACTION COMMAND	Block
ACTION COMMAND	Slide
SHOTLOCK	Sonic Shadow

## DIMENSION LINKS

VENTUS	Complete Mark of Mastery exam.
AQUA	Complete Mark of Mastery exam.
MALEFICENT	Visit Princess Aurora in the Enchanted Dominion.
CINDERELLA	Defeat the boss in Castle of Dreams.
ZACK	Defeat the boss in Olympus Coliseum.
EXPERIMENT 626	Defeat the boss in Deep Space.
PETER PAN	Defeat the boss in Never Land.
PETE	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.

## FINISH COMMANDS





# THE TRINITY OF HEROES

## COMMAND STYLES

### CRITICAL IMPACT

UNLOCK	Earned after Mark of Mastery exam.
TRIGGERS	Attacks like Quick Blitz.
STANDARD COMBO	Three-hit combo that deals 125% damage. The combo finisher is a downward slash that deals 250% damage.
FINISH COMMAND	Jump and smash Keyblade against ground to create a small explosion that deals 400% damage.

### FIRESTORM

UNLOCK	Defeat the boss of Dwarf Woodlands.
TRIGGERS	Fire-related commands.
STANDARD COMBO	Four-hit combo of Fire-type attacks that deals 125% damage. The third hit generates a flaming projectile that deals 75% damage. The combo-finishing spin deals 200% damage.
FINISH COMMAND	Jumping two-hit combo that generates several pillars of flame. Both the strikes and pillars deal 250% damage.

### DIAMOND DUST

UNLOCK	Defeat the boss of Enchanted Dominion.
TRIGGERS	Blizzard-related commands.
STANDARD COMBO	Four-hit combo of Blizzard-type attacks that deals 125% damage. Many hits also generate pillars of ice that deal 100% damage. The combo finisher of spinning ice pillars deals 300% damage.
FINISH COMMAND	Keyblade swing that creates a ring of ice pillars that explode into deadly ice shards. The Keyblade swing, pillars, and shards each deal 300% damage.

### THUNDERBOLT

UNLOCK	Defeat the boss of Deep Space.
TRIGGERS	Thunder-related commands.
STANDARD COMBO	Four-hit combo of Thunder-type attacks that deals 130% damage. Some hits generate lightning bolts that deal 60% damage. The combo-finishing lunge deals 200% damage.
FINISH COMMAND	A series of three wide-range electrical bursts that deal 280% damage.

### BLADECHARGE

UNLOCK	Defeat the boss of Never Land.
TRIGGERS	Fire-related commands, Blizzard-related commands, or strike attacks.
STANDARD COMBO	Three-hit combos of wide-sweeping Keyblade attacks that deal 150% damage, with subsequent combos dealing 300% damage.
FINISH COMMAND	An overhead Keyblade swing that potentially hits foes up to five times, followed by a jumping slash that can hit up to twice. Each hit deals 300% damage.

### ROCKBREAKER

UNLOCK	Defeat the first boss of Radiant Garden.
TRIGGERS	Mine attacks like Mine Shield, edge attacks like Stun Edge, or Brutal Blast.
STANDARD COMBO	Four-hit combo that sprays rock debris with each hit. Direct hits deal 120% damage, rock debris deals 150% damage, and the rock-pillar combo finisher deals 250% damage.
FINISH COMMAND	Three boulders spin around the character and then fly off after nearby foes. Any hit from the Keyblade or boulders deals 600% damage.

### DARK IMPULSE

UNLOCK	Earned on second visit to Badlands.
TRIGGERS	Zero Gravity-related commands, Magnet-related commands, or dark commands.
STANDARD COMBO	Four-hit combo of Dark-type attacks that deals 180% damage, with a combo finisher of a giant shadow fist that deals 340% damage.
FINISH COMMAND	Burrow underground and erupt beneath foe to deal 1050% damage.

### FROZEN FORTUNE

UNLOCK	At Disney Town's Ice Cream Blast mini-game, earn a score of Fantastic playing "Dessert Paradise" at Master Level.
TRIGGERS	This Command Style may trigger (20% chance) whenever you use an ice-cream item.
STANDARD COMBO	Standard swing generates an ice-cream bullet, with both the strike and bullet dealing 150% damage. The combo-finishing ice-cream whirlwind deals 300% damage. Successful hits generate additional prizes.
FINISH COMMAND	A freezing spin emits six ice-cream bullets, with both the spin and bullets dealing 450% damage. Successful hits generate additional prizes.

BASIC STYLES

ADVANCED STYLES

SPECIAL STYLE


## LEVEL 4

### DARK STAR 1

Two-hit spin that generates shockwave and falling meteor. May Stun or Blind foes (50% chance). Initial hits deal 200% damage, shockwave deals 200% damage, meteor deals 300% damage.


Unlock: Defeat 420 enemies.

### HEAL STRIKE

Three-hit spinning attack that recovers HP. Can add up to three attacks by tapping the  button when prompted. Initial hits deal 100% damage. Added hits deal 150% damage.

Unlock: Take lethal damage five times.

### RANDOM END

Double Keyblade throw that may inflict random status conditions (50% chance). Can add up to three attacks by tapping the  button when prompted. Initial throws deal 100% damage, added attacks deal 250% damage.

Unlock: Take 8,000 steps.

### SURPRISE! 2

Four-hit combo that generates munny and HP prizes if player taps a random button when prompted. Each hit deals 700% damage.

Unlock: Earn 5,200 munny by defeating enemies.

## LEVEL 5

### DARK STAR 2

Two-hit spin that generates shockwave and three falling meteors. May Stun or Blind foes (50% chance). Initial hits deal 250% damage, shockwave deals 300% damage, meteor deals 350% damage.

Unlock: Defeat 550 enemies.

### EXPLOSION

Generates two-stage explosion that Stuns foes (100% chance). Deals 450% damage.

Unlock: Earn 6,400 CP by defeating enemies.

## LEVEL 6

### DEMOLITION

A series of five powerful explosions centered on a flaming cursor that players can guide with the analog stick. Stuns foes (100% chance). Deals 300% damage.

Unlock: Earn 10,000 CP by defeating enemies.



# VENTUS

MAX HP	30 (Tutorial) / 35
STRENGTH	3
MAGIC	4
DEFENSE	3

Small and spry, Ventus is good at dodging attacks but doesn't have much reach when it comes to striking back. A natural acrobat, Ventus learns the best action commands for evasion and mobility. Use these skills to slip behind foes and deliver the rapid strikes that are the cornerstone of Ventus's offense.

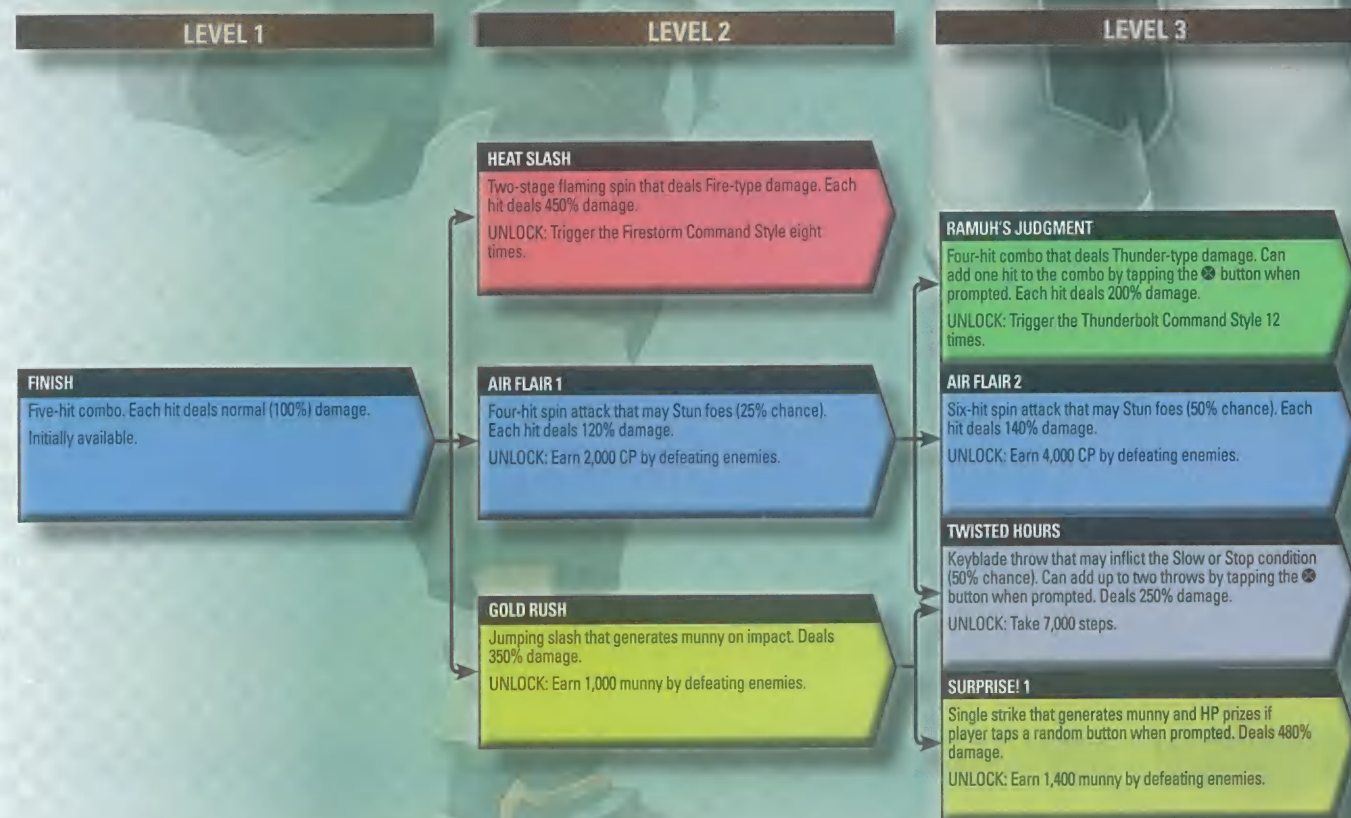
## STARTING PARAMETERS

STARTING COMMANDS	
BATTLE COMMAND	Quick Blitz
BATTLE COMMAND	Aero
BATTLE COMMAND	Strike Raid
ACTION COMMAND	Jump
ACTION COMMAND	Block
ACTION COMMAND	Dodge Roll
SHOTLOCK	Flame Salvo

## DIMENSION LINKS

AQUA	Complete Mark of Mastery exam.
TERRA	Complete Mark of Mastery exam.
SNOW WHITE	Defeat the boss in Dwarf Woodlands.
CINDERELLA	Defeat the boss in Castle of Dreams.
MICKEY	Defeat the boss in Badlands.
ZACK	Clear the final battle in Olympus Coliseum.
EXPERIMENT 626	Defeat the boss in Deep Space.
PETER PAN	Defeat the boss in Never Land.
DONALD	Speak to Yen Sid in the Mysterious Tower.
GODFY	Speak to Yen Sid in the Mysterious Tower.
PETE	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.

## FINISH COMMANDS





## COMMAND STYLES

### FEVER PITCH

UNLOCK	Earned after Mark of Mastery exam.
TRIGGERS	Attacks like Quick Blitz.
STANDARD COMBO	Rapid four-hit combo that deals 80% damage. The combo finisher is an advancing spin attack that can hit up to three times for 80% damage per hit.
FINISH COMMAND	A four-hit advancing combo that ends with the emission of five light rays that spread along the ground. Each hit and light ray deals 150% damage.

### FIRESTORM

UNLOCK	Defeat the boss of Dwarf Woodlands.
TRIGGERS	Fire-related commands.
STANDARD COMBO	Four-hit combo of Fire-type attacks that deals 125% damage. The third hit generates a flaming projectile that deals 75% damage. The combo-finishing spin deals 200% damage.
FINISH COMMAND	Jumping two-hit combo that generates several pillars of flame. Both the hits and pillars deal 250% damage.

### DIAMOND DUST

UNLOCK	Defeat the boss of the Castle of Dreams.
TRIGGERS	Blizzard-related commands.
STANDARD COMBO	Four-hit combo of Blizzard-type attacks that deals 125% damage. Many hits also generate pillars of ice that deal 100% damage. The combo finisher of spinning ice pillars deals 300% damage.
FINISH COMMAND	Keyblade swing that creates a ring of ice pillars that explode into deadly ice shards. The Keyblade swing, pillars, and shards each deal 300% damage.

### THUNDERBOLT

UNLOCK	Defeat the boss of Enchanted Dominion.
TRIGGERS	Thunder-related commands.
STANDARD COMBO	Four-hit combo of Thunder-type attacks that deals 130% damage. Many hits generate lightning bolts that deal 60% damage. The combo-finishing lunge deals 200% damage.
FINISH COMMAND	A series of three wide-range electrical bursts that deal 280% damage.

### CYCLONE

UNLOCK	Defeat the first boss of Radiant Garden.
TRIGGERS	Aero-related commands, strike attacks like Fire Strike, or raid attacks like Strike Raid.
STANDARD COMBO	Rapid four-hit combo in which each hit deals 120% damage, with the combo finisher dealing 240% damage.
FINISH COMMAND	Ventus transforms into a spinning top that players can guide with the analog stick. It deals 500% damage each time it hits an enemy.

### SKY CLIMBER

UNLOCK	Complete the "Sinister Sentinel" event in Mirage Arena.
TRIGGERS	Zero Gravity-related commands, lunges like Sliding Dash, or jumping attacks like Quick Blitz.
STANDARD COMBO	Three-hit rising combo in which each hit deals 150% damage. The combo finisher causes an explosion of light that deals 300% damage.
FINISH COMMAND	Six-hit rising combo followed by a downward thrust that creates a three-stage explosion. Each hit deals 300% damage.

### WINGBLADE

UNLOCK	Earned after first battle in Deep Space.
TRIGGERS	Magnet-related commands, edge attacks like Stun Edge, or reprisals.
STANDARD COMBO	A four-hit combo that uses six blades of light to attack foes for 120% damage per hit. The combo finisher is a charging spin attack followed by a downward slash, which can hit up to six times for 250% damage per hit.
FINISH COMMAND	The six swords land in a wide arc around Ventus, causing a two-stage explosion that deals 1200% damage per hit.

### FROZEN FORTUNE


UNLOCK	At Disney Town's Ice Cream Blast mini-game, earn a score of Fantastic playing "Dessert Paradise" at Master Level.
TRIGGERS	This style change may trigger (20% chance) whenever you use an ice-cream item.
STANDARD COMBO	Standard swing generates an ice-cream bullet, with both the strike and bullet dealing 150% damage. The combo-finishing ice-cream whirlwind deals 300% damage. Successful hits generate additional prizes.
FINISH COMMAND	A freezing spin emits six ice-cream bullets, with both the spin and bullets dealing 450% damage. Successful hits generate additional prizes.

#### LEVEL 4

##### AIR FLAIR 3

Eight-hit spin attack that may Stun foes (50% chance). Each hit deals 160% damage.  
UNLOCK: Take 4,500 steps.

##### HEAL STRIKE

Three-hit spinning attack that recovers HP. Can add up to three attacks by tapping the  button when prompted.  
Initial hits deal 100% damage. Added hits deal 150% damage.  
UNLOCK: Take lethal damage five times.

##### SURPRISE! 2

Four-hit combo that generates munny and HP prizes if player taps a random button when prompted. Each hit deals 700% damage.  
UNLOCK: Earn 5,200 munny by defeating enemies.

#### LEVEL 5

##### AIR FLAIR 4

10-hit spin attack that Stuns foes (100% chance). Each hit deals 180% damage.  
UNLOCK: Take 7,000 steps.

##### EXPLOSION

Generates two-stage explosion that Stuns foes (100% chance). Deals 450% damage.  
UNLOCK: Earn 6,400 CP by defeating enemies.

##### CELEBRATION

Causes a rain of HP and munny. If an enemy is targeted, its odds of dropping an item increase to 50%.  
UNLOCK: Earn 7,000 munny by defeating enemies.

#### LEVEL 6

##### STRATOSPHERE

A leaping downward strike. Can strike up to four additional times by tapping random buttons when prompted. The first four hits deal 400% damage, and the fifth deals 600%.  
UNLOCK: Defeat 800 enemies.



# AQUA

MAX HP	40
STRENGTH	3
MAGIC	5
DEFENSE	2

Aqua isn't as strong in melee combat as her two classmates, but she's a very skilled spellcaster, capable of casting a larger variety of magic commands and doing so with a bit more power. Her secret weapon may be her Barrier action command; while the boys can block only head-on attacks, Aqua can block attacks from any direction, and can do so on the ground or in midair.

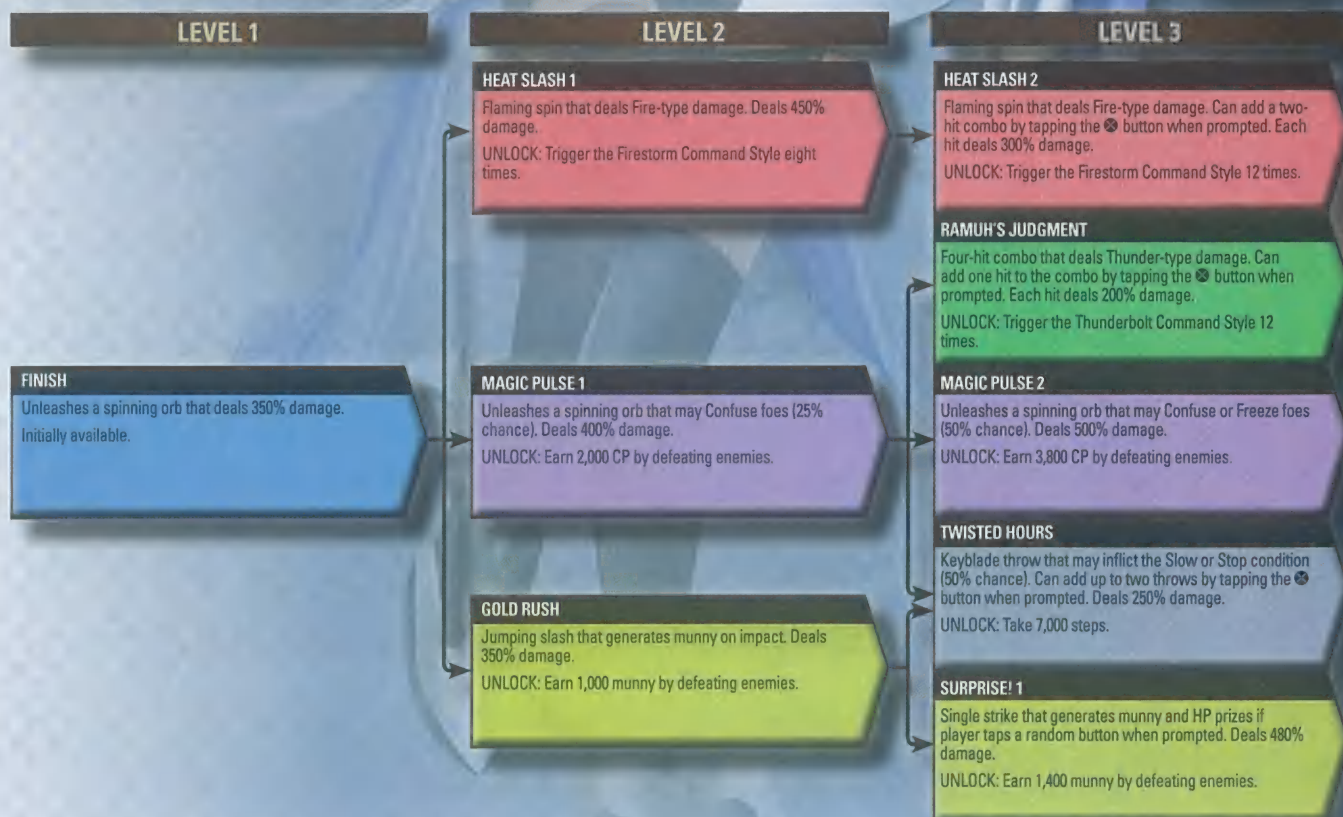
## STARTING PARAMETERS

STARTING COMMANDS	
BATTLE COMMAND	Blizzard
BATTLE COMMAND	Quick Blitz
BATTLE COMMAND	Thunder
ACTION COMMAND	Jump
ACTION COMMAND	Cartwheel
ACTION COMMAND	Barrier
SHOTLOCK	Bubble Blaster

## DIMENSION LINKS

VENTUS	Complete Mark of Mastery exam.
TERRA	Complete Mark of Mastery exam.
CINDERELLA	Defeat the boss in Castle of Dreams.
SNOW WHITE	Defeat the boss in Dwarf Woodlands.
MICKEY	Visit the Front Doors in Radiant Garden.
ZACKS	Defeat the first boss in Olympus Coliseum.
EXPERIMENT 626	Defeat the boss in Deep Space.
PETER PAN	Defeat the boss in Never Land.
DONALD	Speak to Yen Sid in the Mysterious Tower.
PETE	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.

## FINISH COMMANDS





## COMMAND STYLES

### SPELLWEAVER

UNLOCK	Earned after Mark of Mastery exam.
TRIGGERS	Differing types of magic.
STANDARD COMBO	Four-hit combo that deals 125% damage. The combo finisher is a piercing projectile that deals 250% damage at pointblank range and 200% to distant targets.
FINISH COMMAND	A top-like spinning attack that players can guide with the analog stick. Capable of hitting up to 28 times for 75% damage per hit.

### FIRESTORM

UNLOCK	Defeat the boss of Enchanted Dominion.
TRIGGERS	Fire-related commands.
STANDARD COMBO	Four-hit combo of Fire-type attacks that deals 125% damage. The third hit generates a flaming projectile that deals 75% damage. The combo-finishing spin deals 200% damage.
FINISH COMMAND	Jumping two-hit combo that generates several pillars of flame. Both the hits and pillars deal 250% damage.

### DIAMOND DUST

UNLOCK	Defeat the final boss of Olympic Coliseum.
TRIGGERS	Blizzard-related commands.
STANDARD COMBO	Four-hit combo of Blizzard-type attacks that deals 125% damage. Many hits also generate pillars of ice that deal 100% damage. The combo finisher of spinning ice pillars deals 300% damage.
FINISH COMMAND	Keyblade swing that creates a ring of ice pillars that explode into deadly ice shards. The Keyblade swing, pillars and shards each deal 300% damage.

### THUNDERBOLT

UNLOCK	Complete the Jaq escort sequence in the Castle of Dreams.
TRIGGERS	Thunder-related commands.
STANDARD COMBO	Four-hit combo of Thunder-type attacks that deals 130% damage. Many hits generate lightning bolts that deal 60% damage. The combo-finishing lunge deals 200% damage.
FINISH COMMAND	A series of three wide-range electrical bursts that deal 280% damage.

### BLADECHARGE

UNLOCK	Defeat the first boss of Radiant Garden.
TRIGGERS	Fire-related commands, Blizzard-related commands, or strike attacks like Fire Strike.
STANDARD COMBO	Three-hit combos of wide-sweeping Keyblade attacks that deal 150% damage, with subsequent combos dealing 300% damage.
FINISH COMMAND	An overhead Keyblade swing that potentially hits foes up to five times, followed by a jumping slash that can hit up to twice. Each hit deals 300% damage.

### SKY CLIMBER

UNLOCK	Complete the "Combined Threat" event in Mirage Arena.
TRIGGERS	Zero Gravity-related commands, lunges like Sliding Dash, or jumping attacks like Quick Blitz.
STANDARD COMBO	Three-hit rising combo in which each hit deals 150% damage. The combo finisher causes an explosion of light that deals 300% damage.
FINISH COMMAND	Six-hit rising combo followed by a downward thrust that creates a three-stage explosion. Each hit deals 300% damage.

### GHOST DRIVE

UNLOCK	Defeat the boss of Never Land.
TRIGGERS	Magnet-related commands, Thunder-related commands, or reprisals.
STANDARD COMBO	Four-hit teleporting combo that deals 160% damage. In the combo finisher, Aqua warps above foes and does a downward slash for 300% damage.
FINISH COMMAND	A nine-hit combo in which Aqua teleports in a circle, sending a ghost sword flying to the central point with each hit. The swords deal 380% damage when they make contact and again when they explode at the end of the attack.

### FROZEN FORTUNE


UNLOCK	At Disney Town's Ice Cream Blast mini-game, earn a score of Fantastic playing "Dessert Paradise" at Master Level.
TRIGGERS	This style change may trigger (20% chance) whenever you use an ice-cream item.
STANDARD COMBO	Standard swing generates an ice-cream bullet, with both the strike and bullet dealing 150% damage. The combo-finishing ice-cream whirlwind deals 300% damage. Successful hits generate additional prizes.
FINISH COMMAND	A freezing spin emits six ice-cream bullets, with both the spin and bullets dealing 450% damage. Successful hits generate additional prizes.

#### LEVEL 4

##### MAGIC PULSE 3

Unleashes a spinning orb that may Confuse, Freeze, or Bind foes (75% chance). Deals 650% damage.  
UNLOCK: Defeat 350 enemies.

##### HEAL STRIKE


Three-hit spinning attack that recovers HP. Can add up to three attacks by tapping the  button when prompted. Initial hits deal 100% damage. Added hits deal 150% damage.  
UNLOCK: Take lethal damage five times.

##### SURPRISE! 2

Four-hit combo that generates munny and HP prizes if player taps a random button when prompted. Each hit deals 700% damage.  
UNLOCK: Earn 5,200 munny by defeating enemies.

#### LEVEL 5

##### MAGIC PULSE 4

Unleashes a spinning orb that Stuns foes (100% chance). Can add up to two attacks by tapping the  button when prompted. The first hit deals 400% damage, the second 350%, the third 450%.  
UNLOCK: Defeat 500 enemies.

##### EXPLOSION


Generates two-stage explosion that Stuns foes (100% chance). Deals 450% damage.  
UNLOCK: Earn 6,400 CP by defeating enemies.

##### ICE BURST

Spinning attack generates three waves of Blizzard-type ice shards. The first deals 150%, the second 250%, the third 350%.  
UNLOCK: Trigger the Diamond Dust and/or Frozen Fortune Command Styles 15 times.

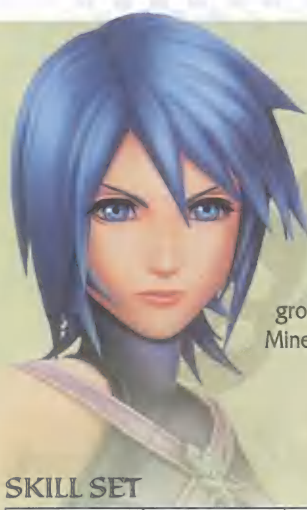
#### LEVEL 6

##### TELEPORT SPIKE

Fires eight giant bullets. Can add up to eight bullets by tapping the  button when prompted. Each bullet deals 300% damage.  
UNLOCK: Defeat 800 enemies.



# DIMENSION LINK PARTNERS



## AQUA

Early in the game, Aqua's Dimension Link provides access to the Cura spell in emergencies. Later in the game, her excellent defensive abilities prove useful in tough fights against bosses who use elementally charged attacks. Most of Aqua's Command Deck spells grow obsolete quickly, but it's nice to have access to the Mine Square ability in certain boss fights.

### SKILL SET

EMBLEM 1	Magic Deflector	May negate all damage dealt by Fire-, Blizzard-, Thunder-, or Dark-type spells and attacks (50% chance).
EMBLEM 2	Auto-Life	When HP is reduced to 0, revives at 25% of max HP (one time per Dimension Link).

### FINISH COMMANDS

EMBLEM 0-1	Finish	Fires a spinning magical orb overhead, dealing 800% damage.
EMBLEM 2	Magic Volley	Midair attack that fires three magical orbs that deal 200% damage. Can add up to three additional orbs that deal 400% damage by pressing the  button when prompted.

### USED BY

TERRA	Complete Mark of Mastery exam
VENTUS	Complete Mark of Mastery exam
AQUA	—

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Blizzara	Blizzara	Blizzara
Thundara	Fire	Fire
Cura	Thundara	Thundara
—	Magnera	Mine Square
—	Fire Strike	Blizzara
—	Cura	Magnera
—	—	Fire Strike
—	—	Cura



## CINDERELLA

Cinderella offers a variety of unique abilities, including variations of Barrier Surge (Enchanted Step) and Cura (Magic Mending), a powerful projectile (Wish Shot), and a charge-up spinning uppercut (Wish Circle). These commands, coupled with Cinderella's solid Miracle Dance Finish command, make Cinderella a solid choice when battling large groups of enemies early in the game.

### SKILL SET

EMBLEM 1	Auto-Remedy	The duration of status conditions afflicting your character is reduced to 1/3.
EMBLEM 2	Regen	Restore 1% of your Max HP each second.

### FINISH COMMANDS

EMBLEM 0-1	Dream Sparkle	An enemy-seeking projectile is released each time the player taps the  button when the button prompt overlaps the carriage (up to eight times when maxed). Each hit deals 130% damage.
EMBLEM 2	Miracle Dance	A spinning slash deals 100% damage and creates a Zero Gravity effect that immobilizes foes. Can add enemy-seeking projectiles that deal 100% damage each time the player taps the  button when the button prompt overlaps the carriage (up to eight times).

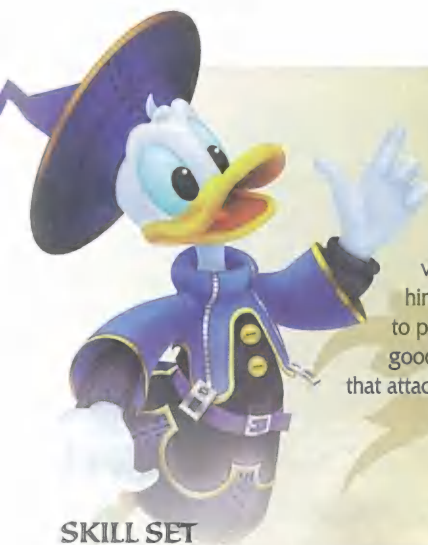
### USED BY

TERRA	Defeat the boss in Castle of Dreams
VENTUS	Defeat the boss in Castle of Dreams
AQUA	Defeat the boss in Castle of Dreams

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Wish Circle	Wish Shot	Wish Shot
Enchanted Step (Barrier Surge)	Wish Circle	Wish Circle
Magic Mending (Cura)	Enchanted Step (Barrier Surge)	Enchanted Step (Barrier Surge)
—	Wish Circle	Wish Shot
—	Enchanted Step (Barrier Surge)	Wish Circle
—	Magic Mending (Cura)	Enchanted Step (Barrier Surge)
—	—	Magic Mending (Cura)
—	—	Magic Mending (Cura)





## DONALD

Donald's large repertoire of elemental spells would make him fantastic against foes with a variety of elemental weaknesses, but you meet him so late in the game he doesn't have much time to prove his worth. His Shell ability can still be put to good use against some of the very-late game bosses that attack primarily with Dark-type spells.

### SKILL SET

EMBLEM 1	Magic Boost	Damage dealt by magical spells and attacks is increased by 50%.
EMBLEM 2	Shell	Damage dealt by Fire-, Blizzard-, Thunder-, or Dark-type damage is halved.

### FINISH COMMANDS

EMBLEM 0-1	Donald Flare	Fires an assortment of fireworks that includes both duds and live explosives that deal 280% damage. Can continue to fire fireworks by hitting random button prompts.
EMBLEM 2	Cosmic Donald	An enhanced version of Donald Flare that increases blue fireworks damage to 300% and adds powerful red fireworks that deal 600% damage and may cause Ignite (50% chance).



## EXPERIMENT 626

Experiment 626 has a Command Deck packed with Thunder-type spells and attacks, so take a look at your target's weaknesses and resistances before you initiate a Dimension Link. When Thunder attacks aren't useful, a fully charged Experiment 626 still offers the room-clearing Ohana Beat Finish command and a nice double CP bonus.

### SKILL SET

EMBLEM 1	Attack Boost	Damage from your non-magical attacks increased by 50%.
EMBLEM 2	Double CP	Earn double CP from defeated foes.

### FINISH COMMANDS

EMBLEM 0-1	Random Beam	Fire a beam that ricochets off walls and foes, dealing 200% damage. Can add up to six additional shots by pressing random buttons when prompted.
EMBLEM 2	Ohana Beat	Creates waves of music that deal 330% damage and Stun nearby foes (100% chance). Can add up to eight additional hits by pressing random buttons when their prompts scroll across the guitar string.

### USED BY

TERRA	—
VENTUS	Speak to Yen Sid in the Mysterious Tower
AQUA	Speak to Yen Sid in the Mysterious Tower

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Firaga	Firaga	Firaga
Blizzaga	Blizzaga	Fission Firaga
Thundaga	Thundaga	Blizzaga
Fire Dash	Fire Dash	Thundaga
—	Fire Surge	Fire Dash
—	Cura	Fire Surge
—	—	Ignite
—	—	Cura

### USED BY

TERRA	Defeat the boss in Deep Space
VENTUS	Defeat the boss in Deep Space
AQUA	Defeat the boss in Deep Space

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Thundara	Thundara	Thundara
Thundara	Thundaga	Thundaga
Zero Gravira	Thunder Surge	Thunder Surge
Stun Edge	Zero Gravira	Thunder Surge
Cura	Stun Edge	Zero Gravira
—	Cura	Thundaga Shot
—	—	Stun Edge
—	—	Cura





## GOOFY

Goofy is an absolute powerhouse in melee combat. His abilities provide a great deal of protection from counterattacks, and his assortment of commands can inflict a number of nasty effects on your foes. Both of his Finish commands are powerful, but it takes practice to learn how to guide their erratic movements into your foes.

### SKILL SET

EMBLEM 1	Protect	Damage from physical attacks is reduced by half.
EMBLEM 2	Stun Boost	May Stun foes when you hit them with a basic attack (75% chance).

### FINISH COMMANDS

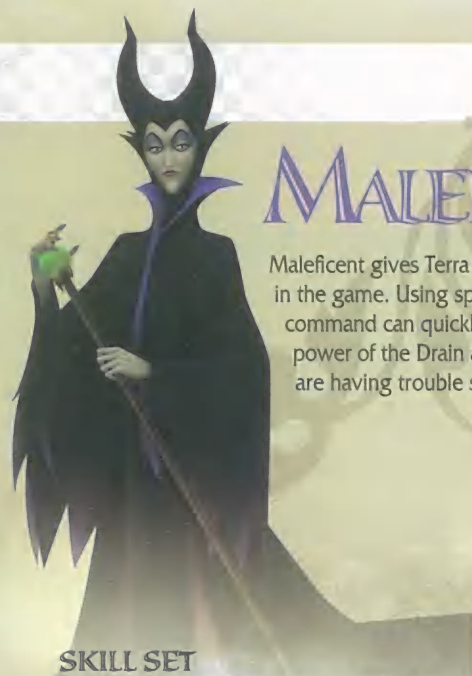
EMBLEM 0-1	Goofy Spin	A high-speed spin attack that players can guide with the analog stick. The spin lasts for five seconds and can deal 200% damage up to 45 times.
EMBLEM 2	Goofy Turbo	A high-speed, ricocheting rocket attack that players can guide with the analog stick. The rocket can hit up to 56 times and deals 320% damage per hit.

### USED BY

TERRA	—
VENTUS	Speak to Yen Sid in the Mysterious Tower
AQUA	Speak to Yen Sid in the Mysterious Tower

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Sliding Dash	Sliding Dash	Sliding Dash
Strike Raid	Strike Raid	Strike Raid
Stun Edge	Stun Edge	Stun Edge
Confusion Strike	Confusion Strike	Confusion Strike
—	Freeze Raid	Freeze Raid
—	Confusion Strike	Confusion Strike
—	—	Strike Raid
—	—	Sonic Blade



## MALEFICENT

Maleficent gives Terra access to a number of powerful spells early in the game. Using spells such as Ignite and the Dragonfire Finish command can quickly incinerate hearty foes. Don't overlook the power of the Drain ability when you're surrounded by foes and are having trouble staying alive.

### SKILL SET

EMBLEM 1	Focus Saver	Restore half of spent Focus Points after using Shotlock.
EMBLEM 2	Drain	Whenever you deal damage with standard attacks, gain 25% of the damage dealt as HP.

### FINISH COMMANDS

EMBLEM 0-1	Thunderchaser	Lightning bolts strike a cursor that players can guide with the analog stick. Players can add up to four strikes that deal 350% damage by tapping the ⓧ button.
EMBLEM 2	Dragonfire	Dragonbreath sweeps the battlefield for as long as players hold the ⓧ button (up to 7 seconds). Players can guide the flame's direction with the analog stick. The fire deals 100% damage three times per second.

### USED BY

TERRA	Visit Princess Aurora in the Enchanted Dominion
VENTUS	—
AQUA	—

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Fire	Fire	Fire
Binding Strike	Fira	Fira
Blackout	Ignite	Firaga
Sleep	Binding Strike	Ignite
—	Blackout	Binding Strike
—	Sleep	Dark Firaga
—	—	Blackout
—	—	Sleep





## MICKEY

Even without any emblems, Mickey offers the Cura spell and a pair of Sliding Dash commands that allow you to perform long-distance air dashes. With one emblem, he learns Mine Shield, which is effective in certain boss fights, and he learns the Double EXP ability with two emblems, which makes Mickey the ideal Dimension Link for players who are grinding for EXP and CP.

### SKILL SET

EMBLEM 1	Auto-Teleport	Automatically teleports behind foe when targeted by enemy attacks (50% chance).
EMBLEM 2	Double EXP	Earn double EXP and CP from defeated foes.

### FINISH COMMANDS

EMBLEM 0-1	Lightcharge	A spinning attack that continues for as long as players successfully match button prompts. Each hit deals 150% damage.
EMBLEM 2	Faithcharge	An enhanced version of Lightcharge that also fires orbs of light as Mickey spins. Each hit from the spin or an orb deals 150% damage.

### USED BY

TERRA	—
VENTUS	Defeat the boss in Badlands
AQUA	Visit the Front Doors in Radiant Garden

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Sliding Dash	Sliding Dash	Sliding Dash
Sliding Dash	Sliding Dash	Binding Strike
Bind Strike	Binding Strike	Sign of Faith
Cura	Binding Strike	Binding Strike
—	Mine Shield	Mini
—	Cura	Mine Shield
—	—	Cura



## PETER PAN

Peter Pan is a quick and mobile fighter with a Command Deck full of speedy lunges and dashes. His move selection can't compete with other speedy fighters like Ventus, but he does have a secret weapon with his Double Strike command. In boss fights that revolve around blocks and standard combos, the ability to deal double damage with basic attacks can make all the difference.

### USED BY

TERRA	Defeat the boss in Never Land
VENTUS	Defeat the boss in Never Land
AQUA	Defeat the boss in Never Land

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Quick Blitz	Quick Blitz	Blitz
Quick Blitz	Quick Blitz	Quick Blitz
Sliding Dash	Sliding Dash	Quick Blitz
Confusion Strike	Confusion Strike	Sliding Dash
—	Zero Gravity	Confusion Strike
—	—	Zero Gravity
—	—	Cura

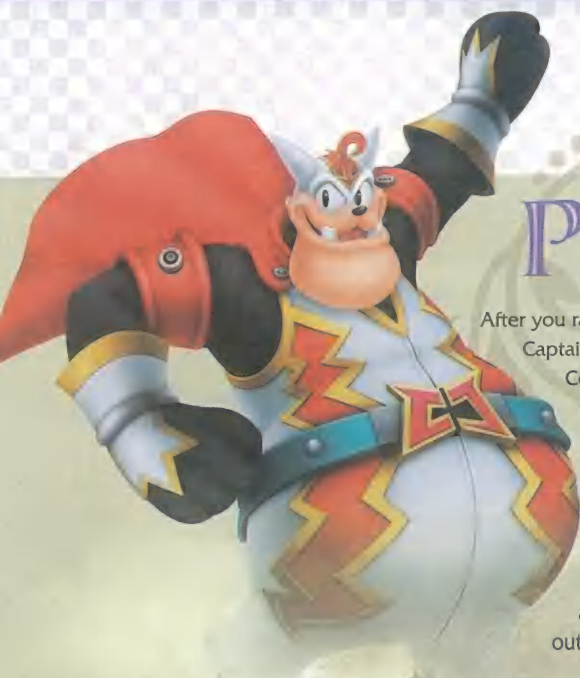
### SKILL SET

EMBLEM 1	Float	Falling speed reduced by half.
EMBLEM 2	Double Strike	Basic attacks deal double damage.

### FINISH COMMANDS

EMBLEM 0-1	Swordbill	A long-distance lunge that leads to a seven-part combo if it connects with a foe. The lunge deals 150% damage, with each subsequent combo hit dealing 200% damage and generating a munny prize.
EMBLEM 2	Barrel Roll	A midair Barrel Roll that can be repeated up to four times by tapping random buttons when prompted. Each hit deals 220% damage.





## PETE

After you randomly summon Captain Dark or Captain Justice from a special panel on a Command Board (which becomes possible after you clear the Disney Town world), you may unlock Pete as a Dimension Link partner once you complete that Command Board. His repertoire of battle commands is quite strong, but his ability to earn double cash and swipe item drops are what make him an invaluable asset for those trying to fill out their command collections.

### SKILL SET

EMBLEM 1	Munny Plus	Earn 2X munny from defeated foes.
EMBLEM 2	Steal	Occasionally steal items from enemies.

### FINISH COMMANDS

EMBLEM 0-1	Fruit Shot	Summons a giant fruit to bash into your foes.
EMBLEM 2	Rumble Rave	Get inside your kart and do donuts to flatten out your enemies.

### USED BY

TERRA	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.
VENTUS	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.
AQUA	After completing Disney Town, there is a random chance of obtaining this D-Link whenever the player encounters Captain Justice or Captain Dark during a Command Board game.

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Taunt	Taunt	Taunt
Confusion Strike	Binding Strike	Binding Strike
Binding Strike	Confusion Strike	Confusion Strike
—	Confetti	Confetti
—	Aerial Slam	Binding Strike
—	—	Confusion Strike
—	—	Aerial Slam



## SNOW WHITE

Snow White knows a series of commands themed around the Seven Dwarfs. While the parameters aren't always identical, their effects are derived from commands like Sleep, Aero, Cura, and Confetti (which guarantees a critical hit on the next attack). Snow White is a lot of fun, and her Sweet Seven Finish command can be powerful, but her Command Deck commands aren't as strong as those of other Dimension Links.

### SKILL SET

EMBLEM 1	Gauge Boost	Command Gauge fills 50% more quickly.
EMBLEM 2	Quickload	Command Deck reload speed increased by 50%.

### FINISH COMMANDS

EMBLEM 0-1	Sweet Memory	A whirlwind deals 100% damage to targeted foe and carries it away. Can repeat with different foes up to three times by pressing buttons when prompted.
EMBLEM 2	Sweet Seven	A series of orbs circle Snow White, allowing her to hit adjacent foes up to seven times for 120% damage. Can move to another foe up to four times by pressing buttons when prompted.

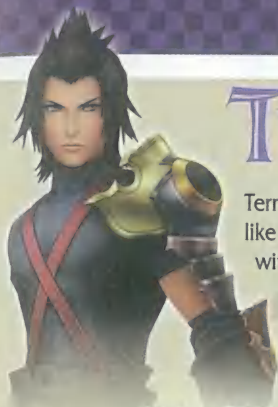
### USED BY

TERRA	—
VENTUS	Defeat the boss in Dwarf Woodlands
AQUA	Defeat the boss in Dwarf Woodlands

### BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Sleepy (Sleep)	Sleepy (Sleep)	Sleepy (Sleep)
Grumpy (Treasure Raid)	Sneezy (Aero)	Sneezy (Aero)
Doc (Cura)	Grumpy (Treasure Raid)	Grumpy (Treasure Raid)
—	Happy (Confetti)	Happy (Confetti)
—	Doc (Cura)	Dopey (Mini)
—	—	Bashful (Warp)
—	—	Doc (Cura)





# TERRA

Terra is a strong attacker, setting up foes with commands like Stun Edge and Binding Strike, and following them up with the powerful Sonic Blade command. He doesn't have much variety in his Command Deck, but the twin Sonic Blade commands and Overdrive ability can allow you to steal a win in tough boss fights.

## SKILL SET

EMBLEM 1	Overdrive	Commands deal double damage when user has 25% HP or less.
EMBLEM 2	Auto-Block	Automatically blocks when attacked by targeted enemy.

## FINISH COMMANDS

EMBLEM 0-1	Finish	Two-hit downward slash combo that deals 650% damage.
EMBLEM 2	Landbreaker	Pillars of rock erupt from a cursor that players can guide with the analog stick. Eruptions occur six times and deal 420% damage.

## USED BY

TERRA	—
VENTUS	Complete Mark of Mastery exam
AQUA	Complete Mark of Mastery exam

## BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Quick Blitz	Quick Blitz	Quick Blitz
Sliding Dash	Sliding Dash	Sonic Blade
Stun Edge	Stun Edge	Stun Edge
—	Sliding Dash	Sonic Blade
—	Zero Gravity	Zero Gravira
—	—	Binding Strike
—	—	Cure



# VENTUS

Aqua should strive to get Ventus's emblems as soon as possible, so she can use his healing abilities and excellent Advanced Finish command. Ventus also offers the Freeze Raid + Blitz combo, which can be strong against the handful of bosses who aren't immune to Freeze effects.

## SKILL SET

EMBLEM 1	Haste	Doubles speed of basic attacks.
EMBLEM 2	Auto-Counter	Automatically executes counterattack when knocked backward (75% chance).

## FINISH COMMANDS

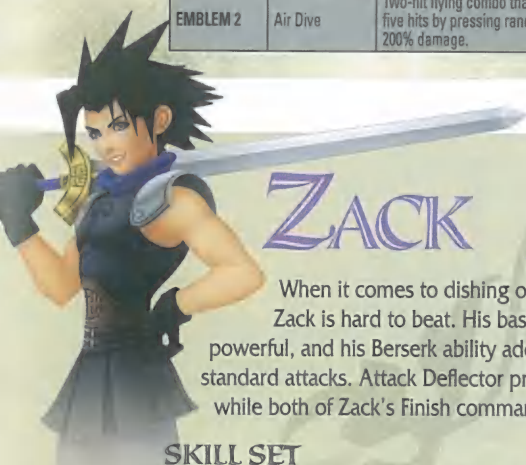
EMBLEM 0-1	Finish	Multihit combo (seven for Terra, three for Aqua) that ends with jumping attack. Each hit deals 200% damage.
EMBLEM 2	Air Dive	Two-hit flying combo that automatically targets foes. Can add up to five hits by pressing random buttons when prompted. Each hit deals 200% damage.

## USED BY

TERRA	Complete Mark of Mastery exam
VENTUS	—
AQUA	Complete Mark of Mastery exam

## BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Quick Blitz	Quick Blitz	Blitz
Strike Raid	Strike Raid	Strike Raid
Aero	Sliding Dash	Sliding Dash
—	Aero	Blitz
—	—	Freeze Raid
—	—	Sliding Dash
—	—	Aerora
—	—	Cura



# ZACK

When it comes to dishing out raw damage at close range, Zack is hard to beat. His basic commands are reasonably powerful, and his Berserk ability adds a bit of extra damage to standard attacks. Attack Deflector provides a nice defensive boost, while both of Zack's Finish commands deal heavy damage.

## SKILL SET

EMBLEM 1	Berserk	Odds of scoring a critical hit double.
EMBLEM 2	Attack Deflector	May negate all damage from non-elemental physical attacks (50% chance).

## FINISH COMMANDS

EMBLEM 0-1	Hero's Entrance	Jumping slash generates a double shockwave that deals 800% damage.
EMBLEM 2	Hero's Pride	A lengthy 11-hit combo in which the character warps around its target, dealing between 150% and 500% damage per hit.

## USED BY

TERRA	Defeat the boss in Olympus Coliseum
VENTUS	Clear the final battle in Olympus Coliseum
AQUA	Defeat the first boss Olympus Coliseum

## BATTLE COMMANDS

0 EMBLEMS	1 EMBLEM	2 EMBLEMS
Fire Strike	Fire Strike	Fire Strike
Quick Blitz	Quick Blitz	Blitz
Fire Strike	Fire Strike	Fire Strike
Quick Blitz	Quick Blitz	Quick Blitz
Slot Edge	Stop	Fire Strike
—	Slot Edge	Blackout
—	—	Stopra
—	—	Slot Edge





# TERRA

WALKTHROUGH





# Enchanted Dominion

## TREASURES

### WATERSIDE

- 1 POTION
- 2 PULSING CRYSTAL

### FOREST CLEARING

- 3 BALLOON STICKER
- 4 BLIZZARD

### AUDIENCE CHAMBER

- 5 ZERO GRAVITY
- 6 POTION
- 7 ETHER
- 8 HUEY STICKER

### HALLWAY

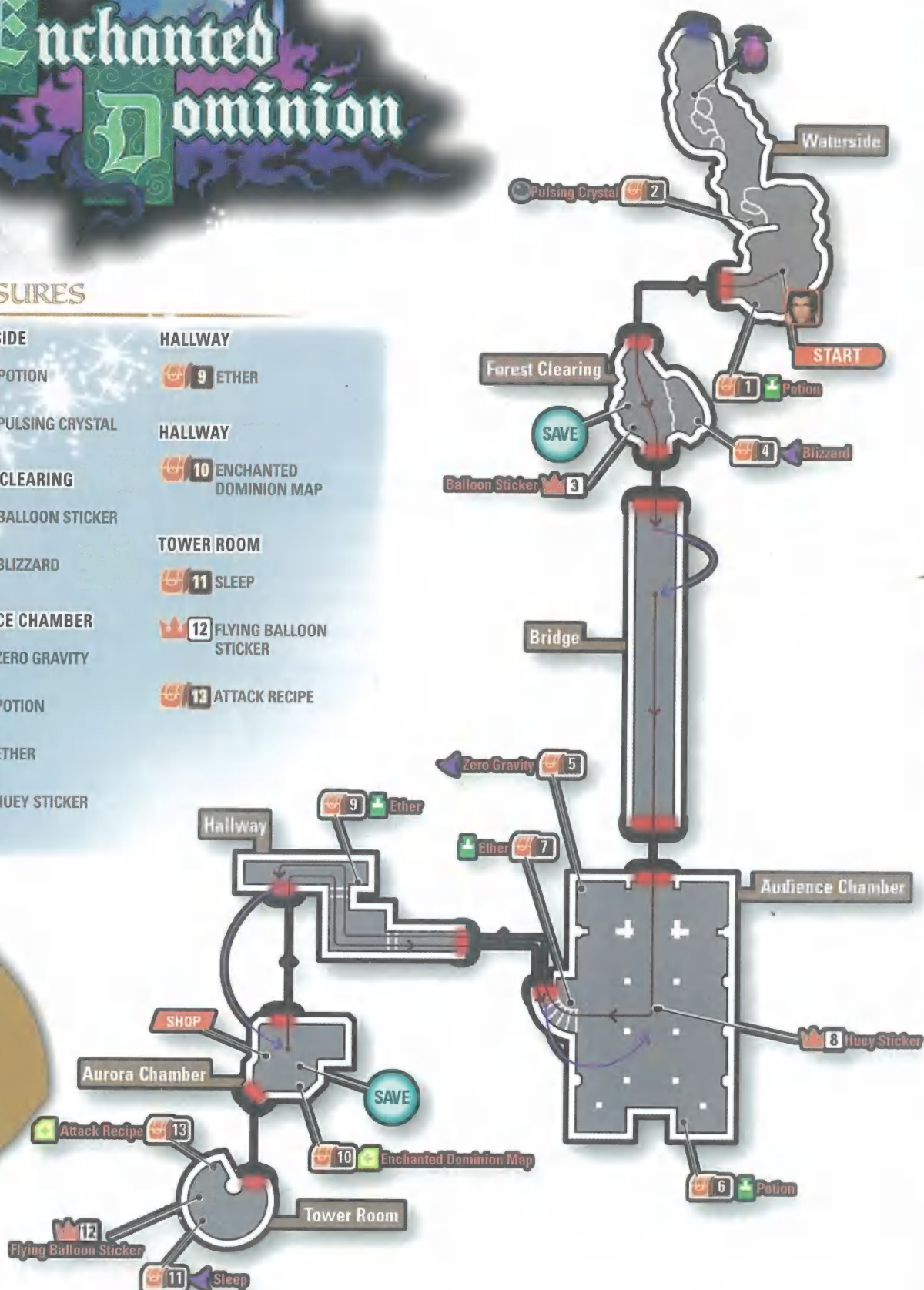
- 9 ETHER

### HALLWAY

- 10 ENCHANTED DOMINION MAP

### TOWER ROOM

- 11 SLEEP
- 12 FLYING BALLOON STICKER
- 13 ATTACK RECIPE





## ARCHRAVEN

HP	36
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BRUISER

HP	45
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	15
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	210
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	15
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75




## SCRAPPER

HP	30
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## THORNBITE

HP	36
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SEEK YOUR MARK OF MASTERY

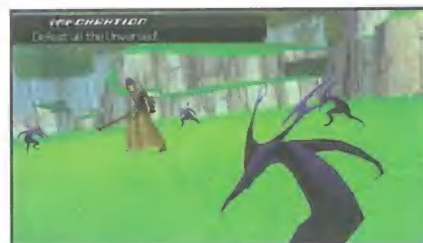
After you complete the tutorial and select Terra, your quest begins on the day of Terra's Mark of Mastery exam. The Orbs of Light you face can be tricky to track, so stand back and pound them with Terra's mighty Shotlock (hold the  and  buttons to summon crosshairs, lock onto your targets, and press the  button to execute). Regardless of how well you perform, Master Eraqus doesn't grant you a passing grade. However, victory earns you a permanent HP boost, along with the Critical Impact Command Style, which you can trigger by filling your Command Gauge with non-elemental attack commands.



Speak with Master Eraqus again, and he gives Terra and Aqua access to the Lanes Between. There, Terra spots his first destination: the Enchanted Dominion. After the Land of Departure events, Terra gains his first D-Links with Ventus and Aqua.

## MEET THE UNVERSED AT THE WATERSIDE

You find yourself in the thick of combat as soon as you land at the Enchanted Dominion. The relatively weak foes in the early waves provide an opportunity to practice your basic skills, while the heartier Bruisers pose a greater challenge. Try to keep the Bruisers on the ropes with a steady string of attacks. Deny them the time and distance they need to



perform their shockwave-generating jump attack.

You have no healing items or commands, so if you run low on HP, your only option is to press

Right on the D-pad and make a Dimension Link. (Aqua has healing abilities, but you're restored to full health at the start of any Link.) Watch for the star-shaped emblems that can add new abilities to your Dimension Link partners! You only need two to fully upgrade the Dimension Link.

## GATHER TREASURE ON THE CASTLE PATH

Scour the Waterside for treasures, one of which can be used to meld commands. Then follow the Unversed who fled toward the Forest Clearing. There you find a save point, Terra's first sticker, and a chest with the Blizzard command. Because you've already mastered Quick Blitz, you should replace that with Blizzard. There's no point in wasting good CP on a mastered command this early in the game!

## PRIZES

POWER-UP	MAXIMUM HP+
COMMAND STYLE	CRITICAL IMPACT
DIMENSION LINK	VENTUS
DIMENSION LINK	AQUA





Continue to track the Unversed to the castle bridge, where you encounter Maleficent. After your conversation, fight through a few more waves of Unversed on your way to the castle.

Once you cross the bridge, you can backtrack a bit to meet a new enemy. If you return to the landing spot and jump up on the hill to the north, you might trigger a battle with a pack of Prize Pods. Prize Pods appear after you clear the area of all enemies, or at random. However, they do not appear 100% of the time. The Prize Pods disappear after 20 seconds, and they have so much HP that you have little hope of actually defeating them. However, every successful hit you land generates an item that you can use in the upcoming Disney Town ice cream shop.



## EXPLORE THE ENCHANTED CASTLE

As soon as you enter the Audience Room, turn to your right and search the castle's southeast corner for a chest with the Zero Gravity command. Then fight your way through the Unversed swarms in the room's center. Collect Potion at a second chest in the northwest corner. A third chest, which contains a bottle of Ether, sits to the right of the staircase. Notice a sticker hovering above the center of the room—there's no way to reach it yet.

A second bottle of Ether waits in the second floor Hallway, as do several more waves of Unversed. At this point, you're probably hitting the max level of your starting battle commands. Use your Meld Commands option in the Command Decks menu to combine two mastered commands into a new one. If you're lucky enough to find a Crystal as a random item drop from your foes, add that to the mixture to

unlock a new ability as well. Add the new command and Zero Gravity to your deck to start leveling them up.



## UNLOCK PRINCESS AURORA'S HEART AND TREASURES

Your Keyblade can unlock the glowing door at the end of the Hallway. Inside, Maleficent manipulates Terra into unlocking Princess Aurora's heart. That may not have been the right thing to do, but it earns Terra the ability to Dimension Link with Maleficent herself.

Inside the Princess's room, you find a save point, a chest that contains the map for this world, and a floating moogles who runs the Command Shop. A tough boss lies ahead, so buy the Poison command (the boss is vulnerable to its effects) and perhaps a few more Potions.

Cross through the giant fireplace into the Tower Room, where you find another pair of treasure chests and an easy sticker. The loot includes the Sleep command and an Attack Recipe, which allows you to predict the results when you meld low-level attack commands together.



## PRIZES

DIMENSION LINK MALEFICENT



# Wheel Master


HP (BODY)	400
HP (ARMS)	250 PER ARM
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES (BODY)	IMMUNE TO ALL BUT IGNITE AND POISON
STATUS RESISTANCES (ARMS)	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	DECK CAPACITY +1
COMMAND STYLE	DIAMOND DUST
KEYBLADE	FAIRY STARS

## Smash the Nightmarish Sewing Machine

When Terra returns to the Audience Chamber, he finds a powerful boss waiting. If you want to make any modifications to your Command Deck, do it on the second floor, before you approach the staircase. The Poison command knocks off a nice chunk of the Wheel Master's health. Strike Raid is a strong attack that allows you to put a little distance between yourself and the target. You may want to equip Potions to your third slot, just in case.

The Wheel Master tends to telegraph its attacks by leaping up or rearing back, giving you an opportunity to slide out of danger by pressing the  button and away. If you can master the timing of the Wheel Master's vertical leaps, you can jump before it lands and avoid the shockwave by attacking it in midair. When the boss leaps to the other end of the battlefield, Terra's Shotlock deals solid damage and brings you back to the boss's position. Make sure you always target its main body instead of its arms; only when the body falls is the battle won.

When you get low on health, use a Dimension Link to get a full health bar. Ventus's attacks inflict more damage, but Aqua's Cure spell can keep you alive if you take a beating.



BOSS

ENCHANTED DOMINION



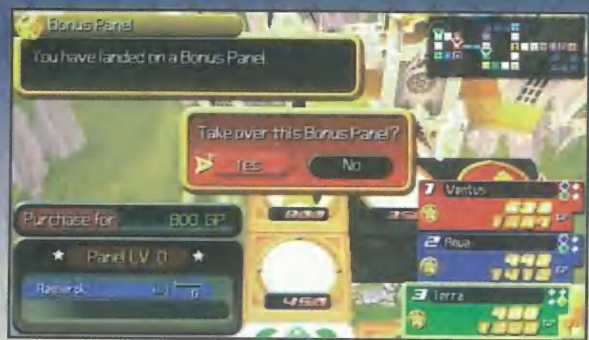


## SEEK RAGNAROK ON THE KEYBLADE BOARD

When you want a break from the action, find a save point, open the Camp menu, and select the Command Board. The Command Board allows you to play themed board games that give you a chance to grab a few new commands and earn CP for the commands you already have.

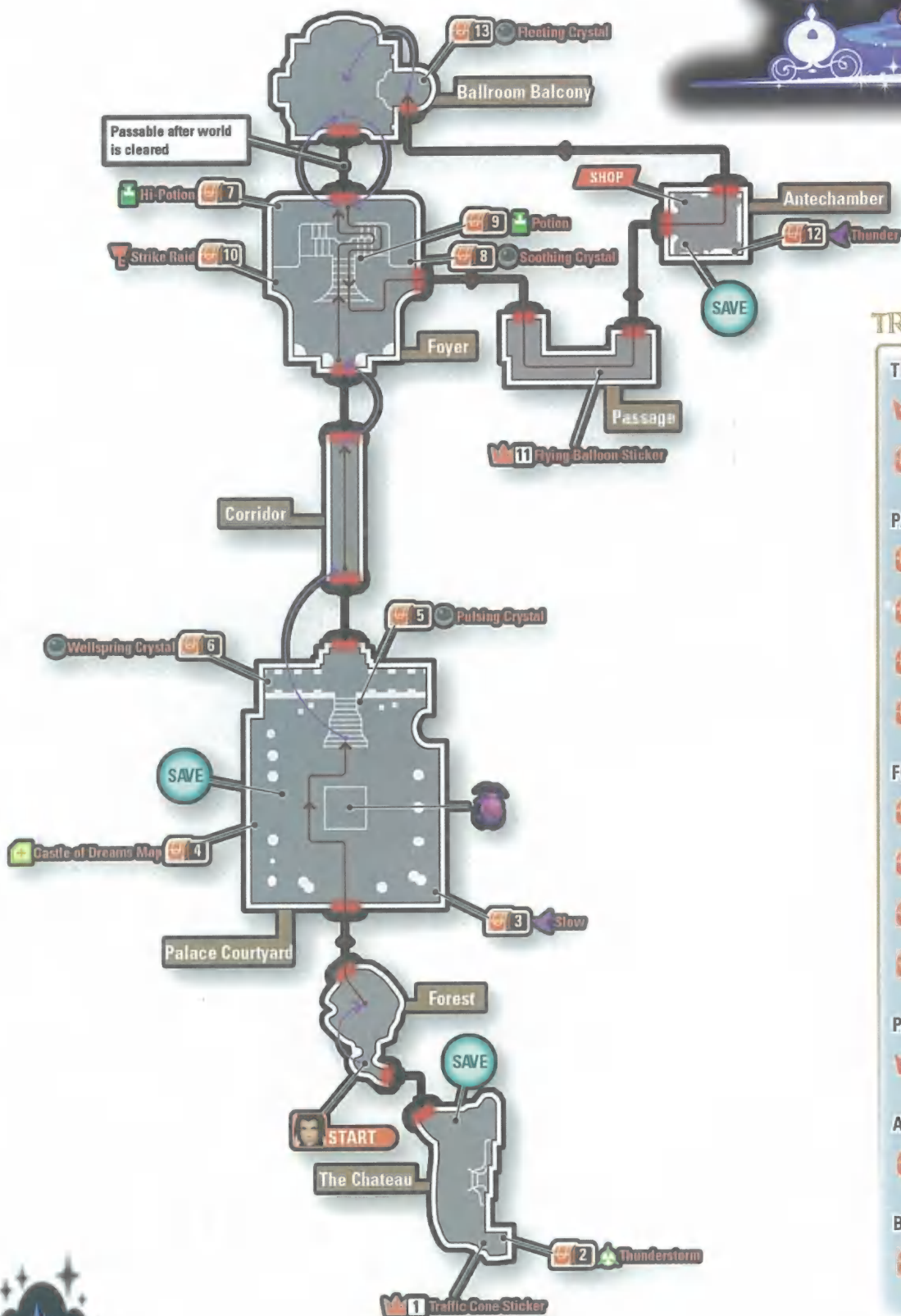
The highlight of the Keyblade Board (the only one that's initially selectable) is the Shotlock command known as Ragnarok. This powerful long-range attack can lock onto 16 targets and pound them all for heavy damage; it's a significant improvement over Terra's default Shotlock command.

To get it, circle the board until you have at least 800 GP. Then aim for the upper-left corner of the leftmost mass of blocks. If you can't roll the number that gets you there, you have a chance to warp there from either of the special Keyblade Glider squares (gold stars on a purple background). Don't worry about winning the game—scoring Ragnarok makes you the true champion. Note that you can get Ragnarok only once; it is replaced with the Zero Gravity command if you already have it.





# Castle of Dreams



## TREASURES

### THE CHATEAU

1 TRAFFIC CONE STICKER

2 THUNDERSTORM

### PALACE COURTYARD

3 SLOW

4 CASTLE OF DREAMS MAP

5 PULSING CRYSTAL

6 WELLSPRING CRYSTAL

### FOYER

7 HI-POTION

8 SOOTHING CRYSTAL

9 POTION

10 STRIKE RAID

### PASSAGE

11 FLYING BALLOON STICKER

### ANTECHAMBER

12 THUNDER

### BALLROOM BALCONY

13 FLEETING CRYSTAL





## BRUISER

HP	47
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## FLOOD

HP	16
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## HARERAISER

HP	31
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## PRIZE POD

HP	217
EXP	30
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## RED HOT CHILI

HP	16
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



## SCRAPPER

HP	31
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SHOEGAZER

HP	22
EXP	9
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## THORNBITE

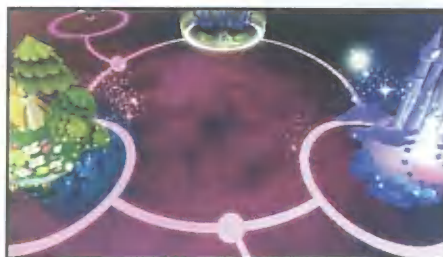
HP	37
EXP	12
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## CHOOSE YOUR NEXT DESTINATION

When you return to the World Map after completing the Enchanted Dominion, three new areas open. The Mirage Arena offers some challenging side missions, which you can play co-op with your friends. Alternatively, you can tackle the arena alone. This is a good way to gain experience in the beginning of the game.

## BONUSES OF THE MIRAGE ARENA

Very early in the game, you can potentially earn some very useful prizes in the Mirage Arena. Possible prizes include new Shotlock commands and even the Ultima Weapon Keyblade if you join co-op with friends. Also, some Xehanort Reports can be obtained only in the Mirage Arena.



The Dwarf Woodlands and Castle of Dreams host your next storyline destinations. With a Combat Level of 2, the Castle of Dreams is the easier

of the two, but you're free to pursue them in any order you wish.

## RETURN TO THE LAND OF DEPARTURE

After you complete the Enchanted Dominion, the Land of Departure unlocks alongside

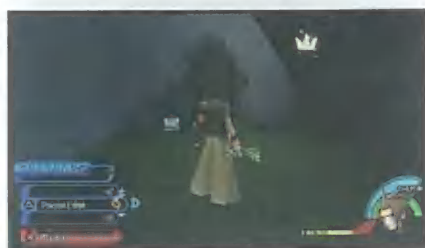


several new areas. Players who return to the area find that four new chests appear in the Mountain Path and Summit areas. They contain a Hi-Potion, a Pulsing Crystal, a Soothing Crystal, and the Stop command. There are no enemies to contend with, so it's easy to grab all four and tally up another 100%-completion crown.



## LIFT CINDERELLA'S SPIRITS

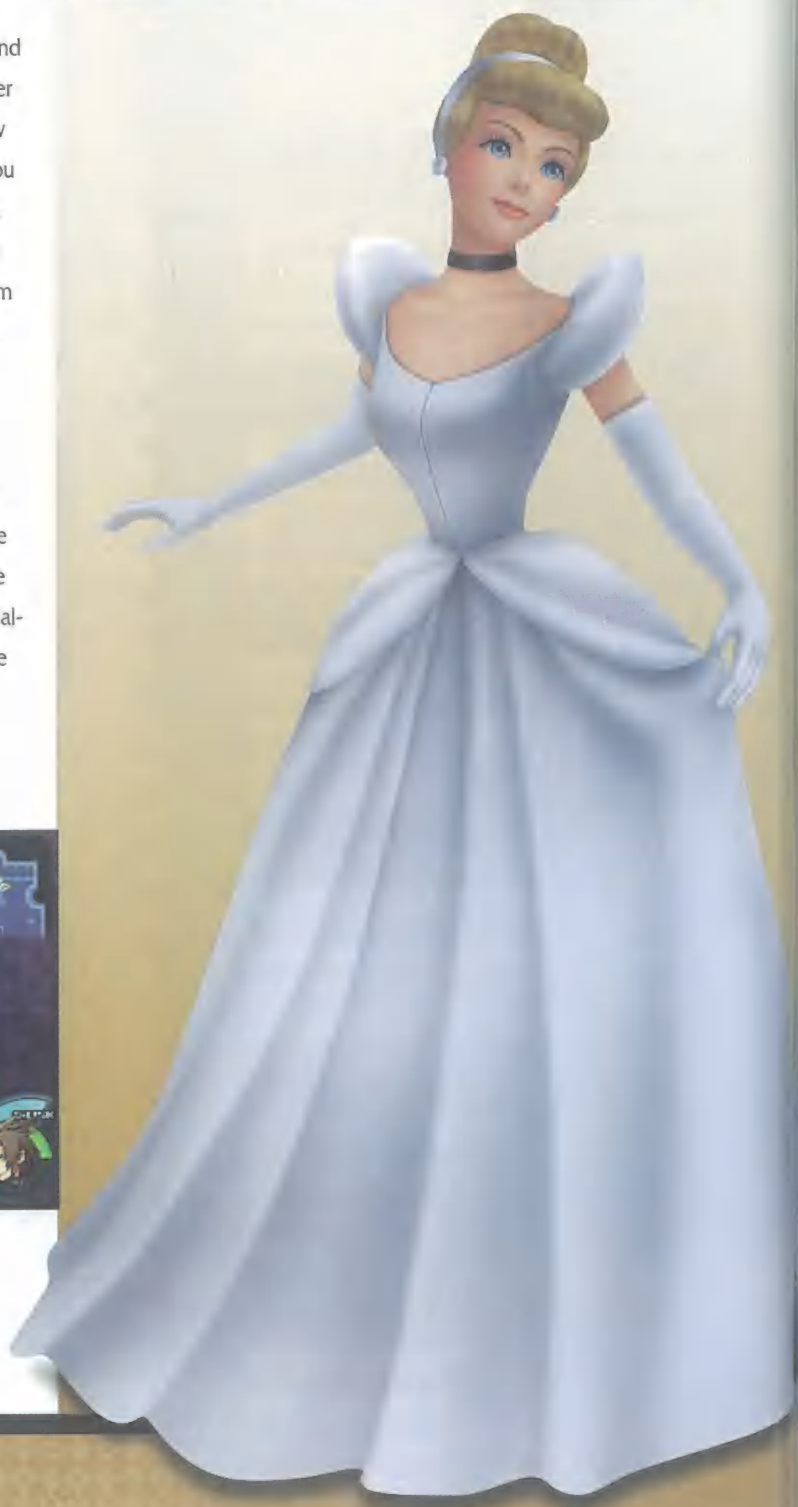
Terra triggers another ambush when he lands at the Castle of Dreams. However, the simple pack of Flood Unversed shouldn't pose much of a threat at this point in the game. After the battle, proceed toward the shimmering castle in the distance to meet Cinderella.



Before you pay the castle a visit, turn around and move deeper into the dark woods to find the chateau. After you trigger a few minor battles, you discover a Traffic Cone sticker and the Thunderstorm Shotlock behind the building.

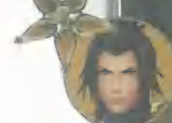
## CLEAN UP IN THE PALACE COURTYARD

You can find three treasure chests at the Palace Courtyard's ground level. A fourth is at the top of the stairs, but Terra is pulled inside the palace for an event when you hit the first step, so you have to come back for that one later. Don't miss the pack of Prize Pods that materialize in the central pool once you clear away all the other foes; they're harmless creatures that drop rare items (used as ice cream ingredients) whenever they're hit.



# CASTLE OF DREAMS

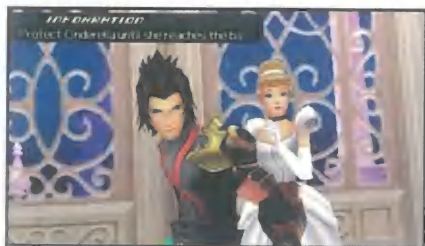




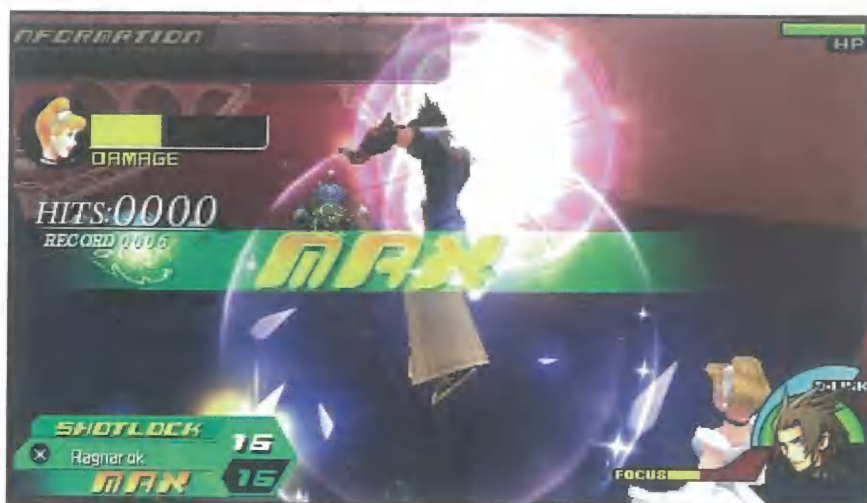
## ESCORT CINDERELLA TO THE BALL

Terra meets Cinderella at the top of the stairs. He valiantly offers to escort her through the packs of Unversed that stand between her and Prince Charming. Move forward aggressively so you can trigger the Unversed ambushes—wipe them out before Cinderella saunters into their reach. If one slips behind you and attacks Cinderella, you have an opportunity to leap back and defend her with a tap of the **○** button.

If Cinderella takes a lot of damage in the hallway, you might just want to let the Unversed finish her off. That way, you can Retry at the beginning of the hallway. (Continuing sends you to the start of the Palace Courtyard map, forcing you to reclaim all those treasures.) If you choose to progress into the Foyer and then retry there, Cinderella has the same amount of health she had when you first entered the area. If she's in rough shape, succeeding from a retry is difficult.



Three Bruisers greet Terra and Cinderella at the entrance to the Foyer. Without leaving Cinderella's side, line up each one in your Shotlock crosshairs and blast them to smithereens. Stick close to Cinderella as she proceeds up the stairs, as enemies can come from any direction in this wide-open area.



## CIRCLE AROUND TO THE ANTECHAMBER

While Cinderella dances with the prince, extract the four treasure chests from the Foyer. You can then backtrack to the Palace Courtyard to get that area's final chest.

Leave the Foyer through the eastern door on the ground floor. Fight your way through the Passage, ignoring the floating sticker that you can't yet reach. Grab a Thunder spell from a chest in the Antechamber. Then visit the shop, where your boosted shop level should allow you to purchase Cure and a few other new commands.



Add Cure to your Command Deck and make any other necessary changes, because a boss awaits just beyond the purple curtained door.





# Symphony Master

HP (MASTER)	450
HP (INSTRUMENTS)	200 EACH INSTRUMENT
STRENGTH	8
DEFENSE	3
STATUS RESISTANCES (BODY)	IMMUNE TO ALL BUT IGNITE AND POISON
STATUS RESISTANCES (ARMS)	IMMUNE TO ALL BUT FREEZE, MINI, CONFUSE, STOP, ZERO GRAVITY, AND MAGNET
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0 (VIOLIN: X1.5)
BLIZZARD	X 1.0 (TRUMPET: X 1.5)
THUNDER	X 1.0 (DRUM: X 0.5)
DARK	X 1.0

## Silence the Symphony Master

Three instruments surround the Symphony Master, each of which can attack independently. If you've been building your level and strengthening your character by mastering abilities, you're probably powerful enough to simply rush the Symphony Master and combo him to death without worrying about his minions. If you pursue this strategy, mix some deck commands in with your normal attacks in order to trigger a Command Style change.

If you're playing on the Critical difficulty mode or prefer to take your time, picking off each instrument is another viable strategy. Unlike the Symphony Master himself, the instruments are vulnerable to spells like Stop, Magnet, and Zero Gravity; this is a good way to stun them and bunch them up before you go to town with powerful attack commands. You can also stand back and blast them with your Shotlock.

## PRIZES

POWER-UP	MAXIMUM HP UP
POWER-UP	DECK CAPACITY +1
DIMENSION LINK	CINDERELLA
KEYBLADE	STROKE OF MIDNIGHT
COMMAND BOARD	CASTLE OF DREAMS

If you get surrounded and can't find an opening to cast a Cure spell, switch to your most powerful Dimension Link to catch a second wind.



## TIDY UP AFTER THE BALL

When you return to the World Map, you find yourself one treasure short of a 100% completion. Fortunately, that last treasure is easy to grab; just press the button to land and warp directly to the Antechamber. Step out to the balcony where you triggered the boss fight, and you discover the last treasure chest. You can then duck back to the Antechamber save point to return to the World Map without having to dirty your hands with a single fight.



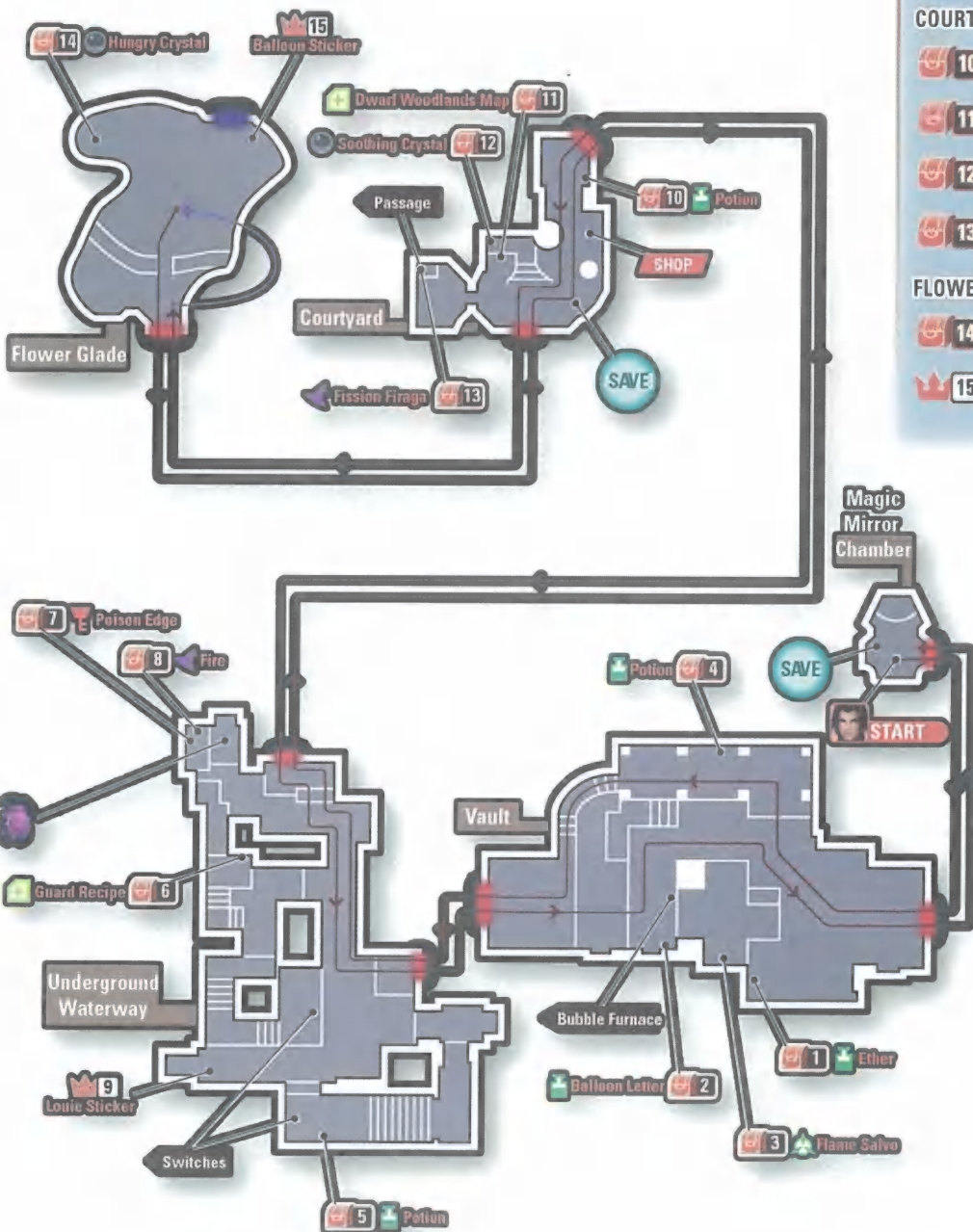
BOSS

CASTLE OF DREAMS





# DWARF WOODLANDS



## VAULT

- 1 ETHER
- 2 BALLOON LETTER
- 3 FLAME SALVO
- 4 POTION

## UNDERGROUND WATERWAY

- 5 POTION
- 6 BLOCK RECIPE
- 7 POISON EDGE
- 8 FIRE
- 9 LOUIE STICKER

## COURTYARD

- 10 POTION
- 11 DWARF WOODLANDS MAP
- 12 SOOTHING CRYSTAL
- 13 FISSION FIRAGA

## FLOWER GLADE

- 14 HUNGRY CRYSTAL
- 15 BALLOON STICKER



## BRUISER

HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	16
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HARERAISER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	224
EXP	40
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	16
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	48
EXP	16
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## STUDY THE MYSTERIES OF THE VAULT

Terra begins this chapter in the Queen's hidden sanctum, where he is ordered to claim Snow White's pure heart. After parting with her majesty, you find yourself in a dungeon-like vault full of strange magical contraptions. While some can be dangerous, savvy players can put them all to good use.

*Beware of the larger chests; they're typically Spiderchest Unversed that leap to life as soon as they feel that Keyblade tap. Look closely and notice that the gold trim on the side of Spiderchests forms an apple shape instead of the usual circle. But you should open and kill them all the same, because they usually drop decent items.*



*The vault is full of large vials containing liquid that shifts in color from green to blue to red. Smack open these vials, and you get whatever the current color is: HP prizes for green, Dimension Link prizes for blue, and a painful explosion for red. Time your swing carefully!*




*You can only reach the Vault's higher levels with the aid of furnaces that belch out gravity-defying bubbles. The furnace at the map's north end (which leads to the next area) is already going strong, but the one to the west isn't lit at all. Use any Fire-element command to light the furnace and ride the bubbles to the upper level, where you find the Flame Salvo Shotlock command. Now you can equip and use that whenever you want to light a furnace!*







## RACE THE WATERWAY GATES

The only gimmick in the Underground Waterway is a series of gates that open for a few seconds when you smack a wheel-shaped switch with your Keyblade. After you hit the first wheel, you have seven seconds to run through the gate to the east. The passage beyond that gate leads to another wheel, and this time, beating the 13-second clock is a lot tougher. To get a head start, hit the wheel and then dash via the  button to soar over the water and head straight to the gate (which is near the first wheel). Run through the newly accessible central area before the gate on the other side slams shut. Leap over a small gap to the north to reach a pair of chests. Before you drop down, step into the water just east of the chests to battle a bunch of Prize Pods for this world's batch of ice-cream ingredients.





Once you claim the loot, return to the location of the second switch. Step out onto the ledge and look west to spot a floating sticker. Equip a dashing attack to your Command Deck (such as Sliding Dash or Fire Dash). Then leap toward the sticker and execute the dash at the top of your jump. You should soar directly to it!



## PAY A VISIT TO SNOW WHITE

Exit the waterway at a quiet courtyard, where you find a save point, a shop, and several chests. Pick up three of the four (come back for Fission Firaga), and then proceed through the southern door to the Flower Glade. There you meet Snow White, but your conversation is cut short when the Unversed appear. Now Terra will never get Snow White's Dimension Link! Make the Unversed *pay*.

When the battlefield is clear, you earn the Air Slide command as a prize. Equip it, grab an easy treasure chest and sticker, and head back to the Courtyard.

### PRIZES

DECK COMMAND AIR SLIDE



## AIR SLIDE TO THE FINAL COURTYARD CHEST

The fourth chest in the Courtyard (and the final chest in the area) is difficult even to see. Look around the walls surrounding the archway to the west, and find the lone spot that isn't blocked by shrubbery. Jump up, holding the analog stick toward the wall, and Terra should grab onto the top. Pull yourself up, and then leap on top of the arch. From there, you can Air Slide to the chest by leaping toward it and pressing the  $\odot$  button at the highest point of your jump.



## EXPLOIT THE POWER OF FISSION

While Fission Firaga is a powerful command in its own right, it is perhaps most significant as being one of the key components of Mega Flare, which is one of the strongest commands in the entire game. Believe it or not, you already have everything you need to start brewing up Mega Flare!

While you level up Fission Firaga, you should also level up a bunch of Fire commands. When they're ready, meld two Fire commands to make Fira. Once Fira is leveled up, combine it with another Fire command to make Firaga. Meld Firaga with a maxed-out Slow or Stop command to make Crawling Fire, which (when mastered) can be used as the other half of the Mega Flare recipe.





# Spirit of the Magic Mirror

HP (MASTER)	300
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, POISON, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	FIRESTORM
KEYBLADE	TREASURE TROVE

## Face the Spirit of the Magic Mirror

Cross back through the Underground Waterway and Vault to return to the Magic Mirror Chamber. There, you have to battle the Spirit of the Magic Mirror itself.

The Spirit of the Magic Mirror can warp around the battlefield, so if it's too far away, use your Shotlock instead of futilely rushing toward it. When the Spirit creates its legion of fireball-spewing duplicates, use your dash to evade the fireballs and move rapidly among the clones. The real Spirit is the one with the different facial expression. As soon as you see that wry smile, dash toward it and unleash a mighty melee combo.






BOSS



# Mysterious Tower

## TREASURES

### MYSTERIOUS TOWER

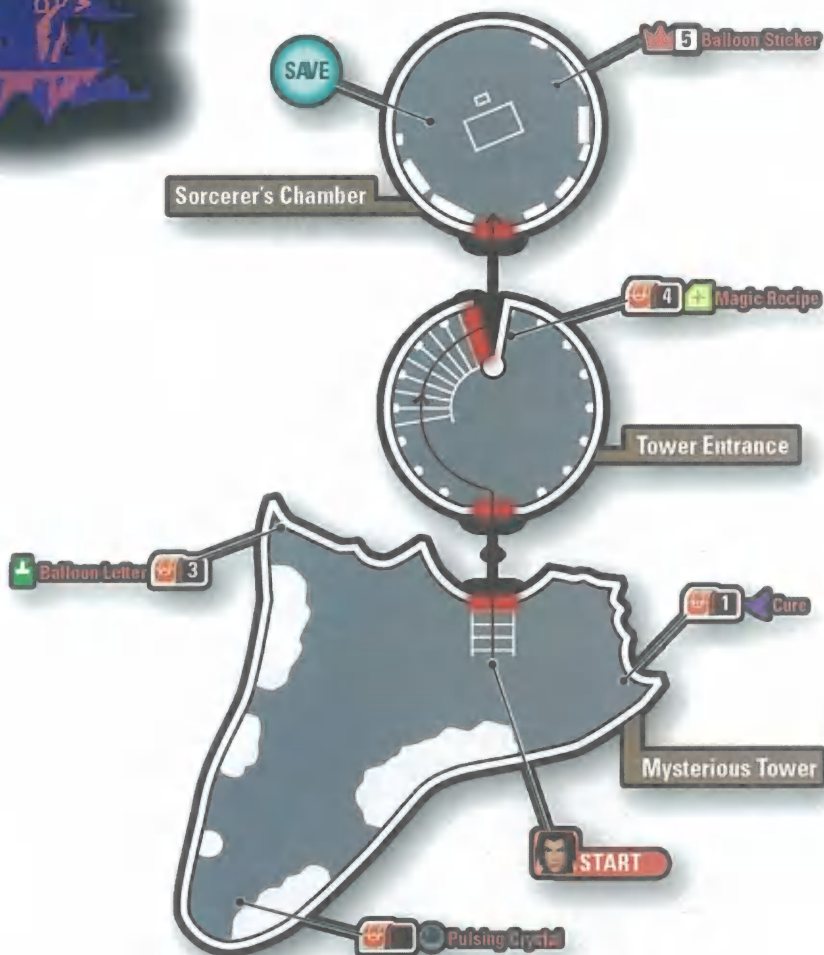
-  **1** CURE
-  **2** PULSING CRYSTAL
-  **3** BALLOON LETTER

### TOWER ENTRANCE

-  **4** MAGIC RECIPE

### SORCERER'S CHAMBER

-  **5** BALLOON STICKER



## UNVERSE

COMBAT LEVEL **3**

### BLUE SEA SALT

HP	32
EXP	12
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### BRUISER

HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD

HP	16
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### HARERAISER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SCRAPPER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

MYSTERIOUS TOWER



## SEEK GUIDANCE AT THE MYSTERIOUS TOWER

After completing the Castle of Dreams and Dwarf Woodlands, the next two stops of Terra's adventure are quick and easy. First, pull into the Mysterious Tower. Scour the tower grounds for three treasure chests, and then enter the tower to find the fourth and final chest. At the top of the stairs, confer with Yen Sid, who points you to the next stop on your quest.



## RETURN FOR THE TOWER STICKER

When you return to the World Map, you find that the four chests in the Mysterious Tower were enough to score you a full 100% completion for the area. But you still want to go back for the single sticker in Yen Sid's room. It's a little too high to grab from a normal jump, but if you swing your Keyblade at the top of your arc, you gain just enough extra height to grab it.



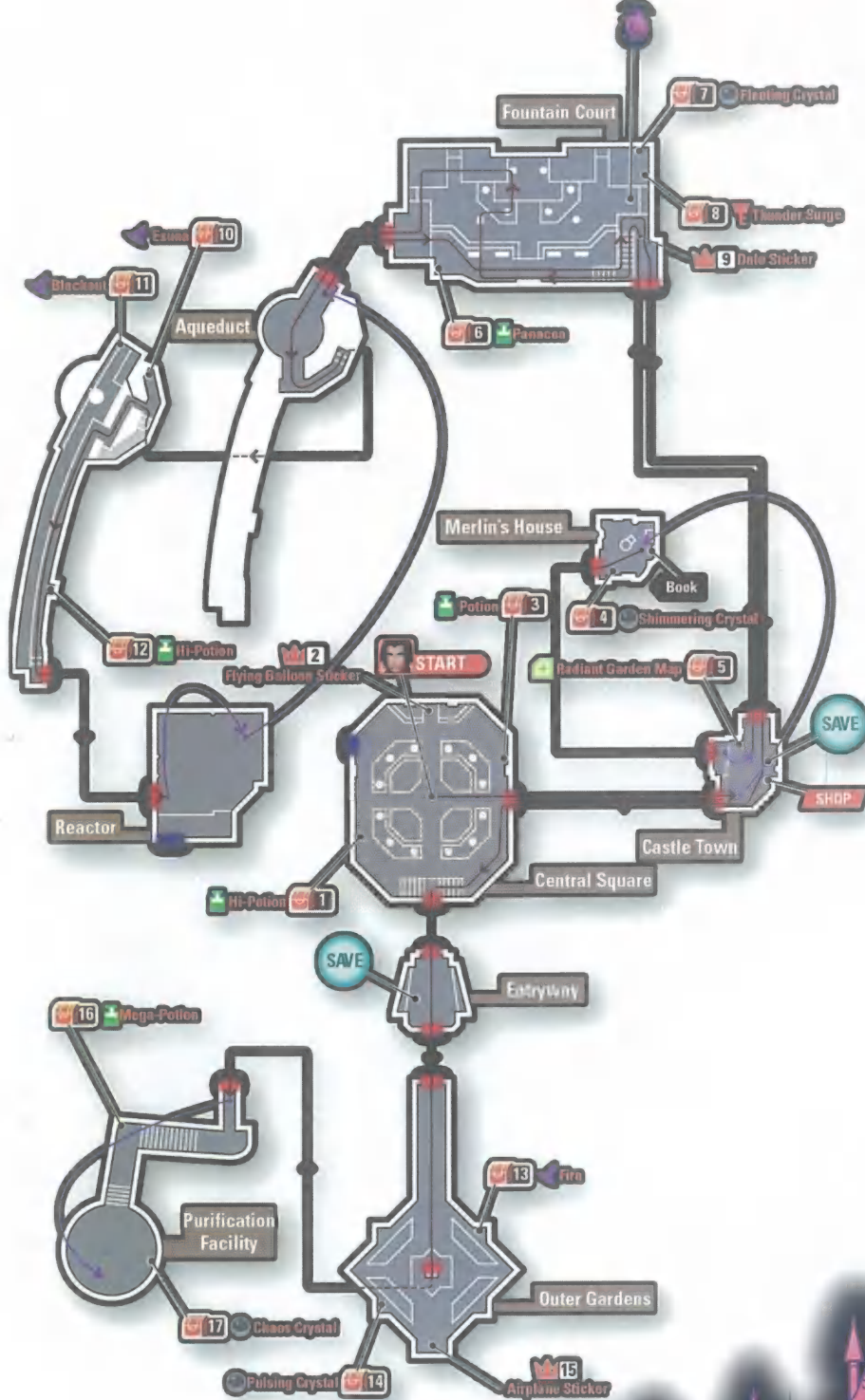
## PURSUE MASTER XEHANORT TO A STRANGE NEW WORLD

Yen Sid's advice sends you to a mysterious new world, which you find listed only as "???" No need to save or arrange your deck; you're treated to nothing more than a brief series of events after you land. Your next stop is the Radiant Garden, which offers a much more substantial challenge.





# TREASURES



## CENTRAL SQUARE

- 1** HI-POTION
- 2** FLYING BALLOON STICKER
- 3** POTION

## MERLIN'S HOUSE

- 4** SHIMMERING CRYSTAL

## CASTLE TOWN

- 5** RADIANT GARDEN MAP

## FOUNTAIN COURT

- 6** PANACEA
- 7** FLEETING CRYSTAL
- 8** THUNDER SURGE
- 9** DALE STICKER

## AQUEDUCT

- 10** ESUNA
- 11** BLACKOUT
- 12** HI-POTION

## OUTER GARDENS

- 13** FIRA
- 14** PULSING CRYSTAL
- 15** AIRPLANE STICKER

## PURIFICATION FACILITY

- 16** MEGA-POTION
- 17** CHAOS CRYSTAL



RADIANT GARDEN



## ARCHRAVEN

HP	43
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BLUE SEA SALT

HP	36
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## CHRONO TWISTER

HP	52
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	18
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	43
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZE POD

HP	252
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	18
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## TANK TOPPLER

HP	65
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## CLEAR THE CENTRAL SQUARE

When you land on Radiant Garden, the Unversed give you their usual warm welcome. But they're a lot tougher than usual, thanks to a powerful pair of new recruits. Chrono Twisters, which look like giant hourglasses, can freeze Terra with Stopga spells. They take time to build up to their strong attacks, so make them your highest priority whenever they appear.

## FLIP THE CHRONO TWISTERS

Chrono Twisters trigger their Stopga spells only when the hourglass runs out. If you hit them with successful combos, the hourglass flips, thus delaying the Chrono Twisters from using Stopga.

Tank Topplers look like Bruisers but behave quite differently. As soon as you attack them, they begin to glow, transforming into large, rolling bombs. Their bomb form is indestructible, so your only option is to dash away before they explode. A standard combo does not typically inflict enough damage to destroy them before they transform, so you need to use your most powerful deck commands or a combo from a Command Style. Another option is to use immobilizing commands, such as Magnet, Stop, or Zero Gravity, which can keep Tank Topplers tied up long enough for you to finish them off. Hit the valve located at the top of their backs.





## ATTACK TANK TOPPLERS FROM BEHIND

If Tank Topplers are attacked from behind, they will not transform into rolling bombs. That way, if you unleash a standard combo on the enemy, you can continue attacking it without having to run away.

When the coast is clear, scour the square for a pair of treasure chests and a sticker against the north wall. Like the sticker in the

Mysterious Tower, it's a little too high to grab from a normal jump, so use a midair Keyblade swing for a boost.



## RETURN MERLIN'S BOOK

When you leave the Central Square through the east, you spot Merlin dropping a book. Terra automatically grabs it and follows Merlin into



his house. Raid the treasure chest, and then read the book that Merlin places on the lectern to unlock a new Command Board, Winnie the Pooh's "The Hundred-Acre Wood."



When you exit Merlin's house into Castle Town, don't

miss the chest that contains the Radiant Garden map, or the Moogles Shop situated in an outdoor kiosk.

## RIDE THE FOUNTAINS TO THE AQUEDUCT

From Castle Town, head north to the Fountain Court. On the ground level you find a Panacea and possibly a pack of Prize Pods (in the water on the east side of the map), but no clear route to proceed. To reach the passage to the next area, leap onto the fountain spouts and let them carry you to the area's higher levels. When you reach the map's northern central area, where only the fountain spout to the west is working, drop down to the southeast to discover a working spout. It allows you to reach the northeast corner of the map. There you find the area's last two chests, and a sticker that you can't yet reach floating to the south.

## PRIZE POD APPEARANCES

Prize Pods appear at random and sometimes only after all the other Unversed in the area are defeated. Given that, you may not encounter them during your play-through. If you do encounter them, note that you will not be able to fight them again unless you leave and return to the world.



Return to the northern central area and use the working spout to continue west, where you discover the path to the Aqueduct. There you pick up a few new items and face new Mandrake foes, which can strike from afar with long-range wind attacks. Leap up to the ledge on either side of the water to avoid them.



# Trinity Armor

HP (EACH PIECE)	800
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	ROCKBREAKER
ITEM	DISNEY TOWN PASS

## Triple-Team the Trinity Armor

At the end of the Aqueduct, add a bunch of powerful, close-range attacks to your Command Deck, because a boss strikes at the beginning of the next area. You have Ventus and Aqua fighting by your side, but don't expect too much help from them. You have to do all the heavy lifting yourself.

The boss has three parts, and unlike earlier bosses, you must destroy them all. You can damage the boss's body, but you can't finish it until you destroy its arms and legs.

Start the battle by pounding the legs with your Shotlock, and then move in to finish them off. Throughout the battle you'll have to worry about the battlefield-sweeping energy beams that either the body or arms or the body alone can fire. Use your dash to get behind the armor, and pound it with close-range attacks. If this proves too difficult, you can also use the dash ability to dash directly through the beam. You will not be harmed if you use dash to zip past the beam while in the battle.

The Rockbreaker Command Style is among the prizes you earn at the end of this battle. This is your first advanced Command Style. Rockbreaker occurs by using a Command Style and then using attacks such as edge attacks or mine attacks.



BOSS

## CONTINUE EXPLORING THE GARDEN

After you defeat the Trinity Armor and part ways with your companions, return to the Radiant Garden's Central Square. You can now travel south from the square to the Outer Gardens, where you find two more treasure chests and a sticker that's a little too high to reach with normal jumps—you have to come back for that later. When you're finished looting, make sure you have a good healing spell or item in your Command Deck. Then make your way through the hidden passage in the statue at the area's center. A second boss awaits!






# Braig

HP	600
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE, POISON, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	DECK CAPACITY +1
SHOTLOCK	DARK VOLLEY
ITEM	XEHAMORT'S REPORT 2

## Give Braig a Taste of Terra's Darkness

You begin your battle with Braig looking through the crosshairs of his gun. It may take a few tries, but once you master the timing, you can easily bounce his bullets back at him with a successful block. If you're in the center of the battlefield, press the  button as soon as you see the white, diamond-shaped bullet appear in the center of the screen. Depending on whether you're close to Braig or farther away, you need to adjust your timing a bit. You can also simply outrun Braig's bullets by using the dash ability if you have trouble with blocking.

After a few long-range shots, Braig joins you on the battlefield. Once again, you can bounce his bullets back at him with a successful block, but it's tricky to pull off when you're under heavy fire. It's easier just to dash around the bullets until you're right under him (where he has trouble hitting you), and unload on him with your best commands and combos. The best moment to attack him during this time is when he shouts "Reload!" before he begins to fire again. If he's far away, you can use your Shotlock instead; tap the button to fire immediately after Braig fires at you, and his bullets pass straight through you as you unleash the Shotlock barrage.

If you've taken much damage, use the next through-the-crosshairs segment as an opportunity to heal yourself. Just dash away from Braig's first shot, and cast a Cure spell while he adjusts his aim.



## RETURN FOR BRAIG'S LOOT

Defeating Braig unlocks three new areas in the World Map, but your business in the Radiant Garden isn't finished quite yet. Warp back to the Entranceway and return to the site of your battle with Braig. There you find the last two treasures: a Mega-Potion and a Chaos Crystal (which applies a random ability to a melded command).

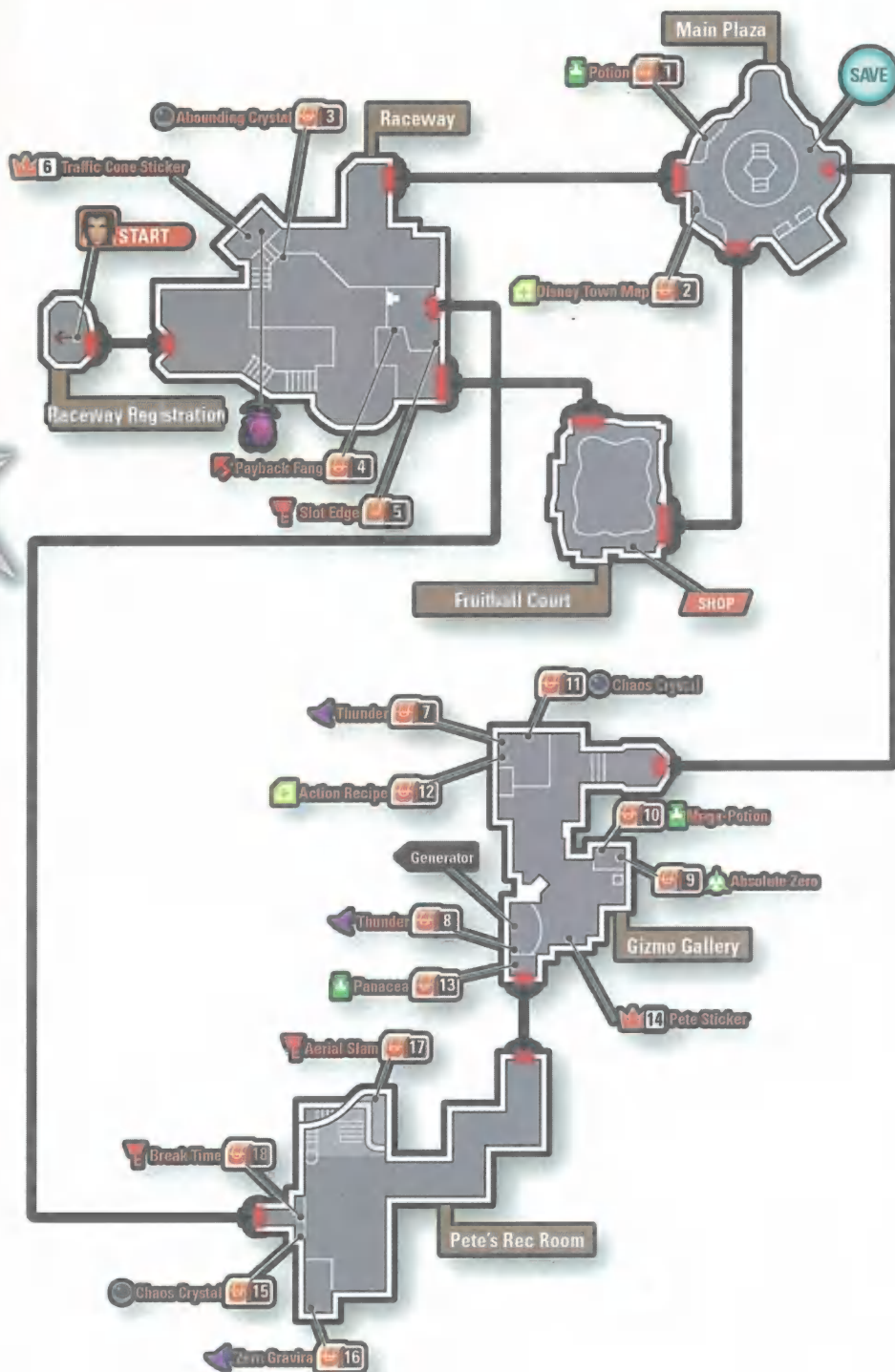


BOSS

# RADIANT GARDEN



# DISNEY TOWN



## TREASURES

### MAIN PLAZA

- 1** POTION
- 2** DISNEY TOWN MAP

### RACEWAY

- 3** ABOUNDING CRYSTAL
- 4** PAYBACK FANG
- 5** SLOT EDGE
- 6** TRAFFIC CONE STICKER

### GIZMO GALLERY

- 7** THUNDER
- 8** THUNDER
- 9** ABSOLUTE ZERO
- 10** MEGA-POTION
- 11** CHAOS CRYSTAL
- 12** ACTION RECIPE
- 13** PANACEA
- 14** PETE STICKER

### PETE'S REC ROOM

- 15** CHAOS CRYSTAL
- 16** ZERO GRAVIRA
- 17** AERIAL SLAM
- 18** BREAK TIME



## BLUE SEA SALT

HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## BRUISER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## CHRONO TWISTER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TANK TOPPLER

HP	72
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## VILE PHIAL

HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

OUTRACE PETE TO  
SAVE DISNEYTOWN

When Terra lands, he finds himself in the middle of the Disney Town Racetrack, where it quickly becomes apparent that this is going to be a very unusual mission. Sure, there are plenty of treasures to find and Unversed to slay, but the official quest begins and ends right here on the track.







When you're ready to compete, talk to Chip 'n' Dale, and they show you the ropes. You compete on the leisurely Country Chase course, which features an easy shortcut that gives Terra an edge on the other racers, who rarely take advantage of it. There's really no need to worry about attacking the other racers or using your barrier, as the racers rarely clump together on this wide-open track.



To get a head start on this five-lap race, don't press the accelerator until after the "1" of the countdown fades, just before the word

"Go" appears. You begin the race at full speed, while your opponents are stuck on the starting line.

Stick close to the right wall and hit the first ramp to jump onto a mountain ledge that offers the only shortcut on this track. Hang a hard right when you return to the track. The two tornadoes just ahead move around, so do your best to anticipate their movement and avoid them.



Proper turning technique is the key to victory in Rumble Racing. To turn sharply without losing much momentum, press the button to brake while still holding the accelerator (the button),



### PRIZES

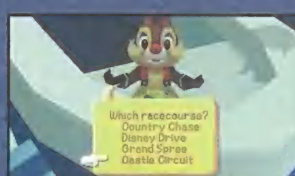
MIRAGE ARENA	RUMBLE RACING
ITEM	HI-POTION
COMMAND BOARD	DISNEY TOWN

and push the analog stick in the direction you want to turn. Once you learn the lay of the track, this technique allows you to avoid walls and obstacles and score an easy first-place finish.

## COMPETE FOR THE RUMBLE RACING TROPHY KEYBLADE

The Country Chase racetrack is only the first of four unique racetracks in the Rumble Racing league. Your victory on the first track has unlocked the Disney Drive track, and a top-three finish in that unlocks the Grand Spree course. If you can score a first-place finish there, you unlock the tricky Castle Circuit course.

The first-place prizes for the Disney Drive and Grand Spree courses—the Fire Dash and Aerora commands—are nothing special. But players who conquer the Castle Circuit receive something truly cool for their troubles: the Victory Line Keyblade. It has better stats than your current one, but that isn't the case for long;



if you want to get it, now's the time to do it! See the Mini-Games section of this guide for tips on beating the later Rumble Racing courses.



## EXPLORE THE REST OF DISNEY TOWN

Your official business in Disney Town is done, but there's still plenty to see and do. Land on Disney Town's Main Plaza, where you can grab the area map and a Potion from the chests. From here, you can head west to return to the Racetrack, or south to the Fruitball Court. The Main Plaza is also home to Huey, Dewey, and Louie's ice-cream shop and rhythm mini-game, as well as a shimmering manhole that takes you down to an area where several treasure chests await those nimble enough to reach them. Finally, give the Main Plaza mailbox a pounding to get Confetti, a friendship command used in multiplayer games.

Make sure to search outside the racetrack area, where a pair of treasures includes the Payback Fang command. Equipping it allows Terra to execute a counterattack after a successful block.



## CHALLENGE CAPTAIN DARK ON THE FRUITBALL COURT

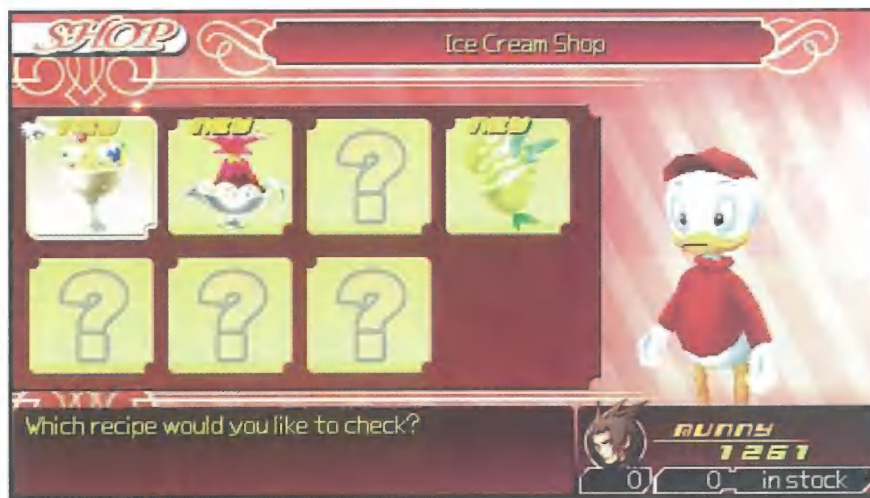
The unique Chaos Snake Shotlock awaits any player who can defeat three progressively tougher opponents on the Fruitball Court. Fruitball is a simple game in which players try to knock bouncing fruits into each other's goals. You can jump as normal with the button, swing your Keyblade like a racket with the button, put some spin on it with the button, or bounce a fruit up for a devastating spike with the button. Against tougher foes like your final opponent, Captain Dark, spike the fruit when their goal is on the ground, and just clear away fruit with the button when the goal is floating in the air. Use the analog stick to aim your fruit toward the goal whenever you take a swing.

Each fruit behaves differently, with grapes and bunches of bananas breaking up after they take a certain amount of damage. Each individual grape can score a goal, while bananas splinter into banana peels that stun any player who steps on one (you can rotate the analog stick to speed up the stun recovery process). You should always try to spike these dangerous fruits to increase the odds they break up on your opponent's side of the court.

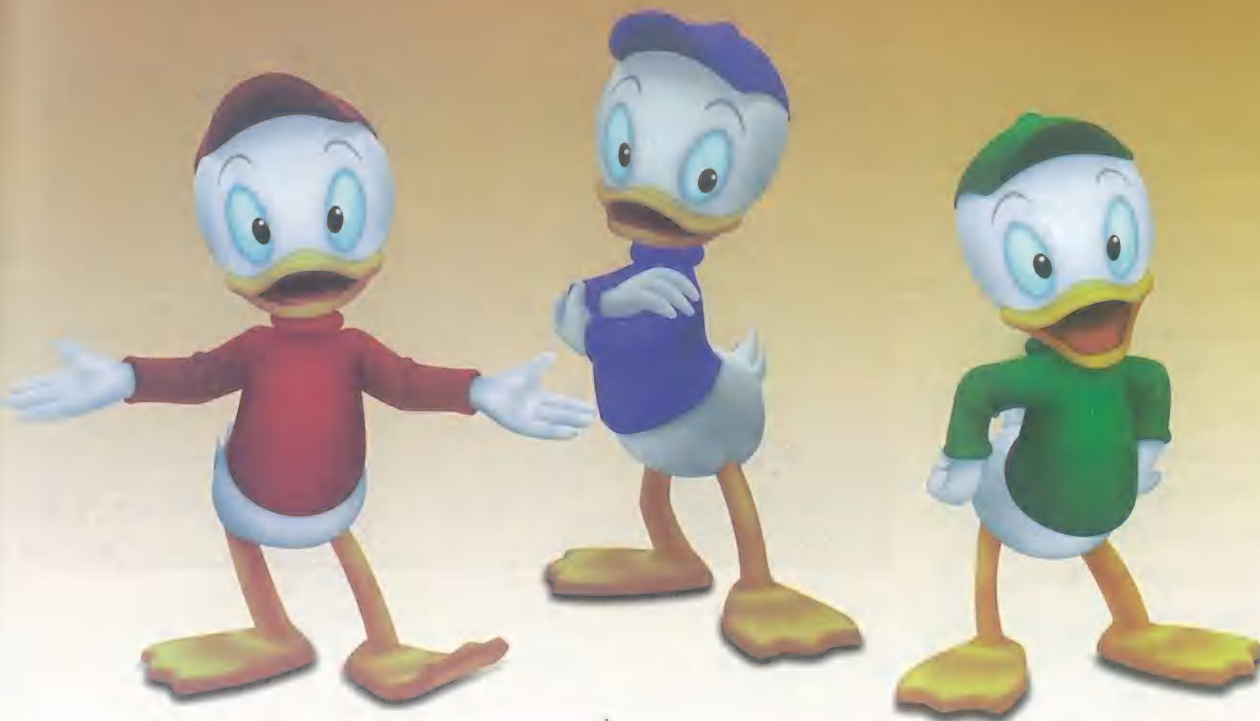


## FEEL THE ICE CREAM BEAT

You can do two things at Huey, Dewey, and Louie's ice-cream stand. You can use the exotic ingredients you've earned from enemies such as Prize Pods to create ice-cream cones, which you can then use in combat to automatically switch your Command Style. You probably can't make many flavors at this point, but remember to check back as your inventory of ingredients grows.







The other option is to play Ice Cream Beat, a game in which Terra sits atop an ice-cream cannon and blasts ice cream onto the ducklings' cones to a predetermined beat. Your goal is to memorize the rhythm of Huey, Dewey, and Louie's clapping, and then replicate it by firing one shot of ice

cream to the appropriate duck's cone for each clap. You get points for accurately matching the beat, and bonus points for your highest combo and the height of the ice cream cones at the end of the game. At certain points in each song, you have an opportunity to unleash a rapid-fire barrage of ice cream to build up your combo score. High scores unlock new songs and more challenging versions, while nearly perfect scores earn Terra prizes of mostly consumable items, like Chaos Crystals and Mega Potions. The big prize is the Frozen Fortune Command Style, which you can win by earning a "Fantastic" score on the Master Mode version of "Dessert Paradise."

## EXPLORE THE DISNEY TOWN UNDERGROUND

The Main Plaza's shimmering manhole leads to an underground area known as the Gizmo Gallery. There are only two chests on the ground floor and, strangely, both contain the Thunder command... Could that be some sort of hint?

Add both to your Command Deck, and fill it out with any other Thunder-type attacks you can find. Then fire them off against the yellow contraption in the southern part of the area. Each hit moves the needle a little more to the right, and if you consecutively pound the machine with Thunder attacks, you can get electricity flowing through the room's many gears.





Hop onto the Mickey Mouse-shaped elevator in the southeast, and leap to the north to grab the first two chests (which include the Absolute Zero Shotlock). Then ride the same elevator up to the gears to the south, jump onto the moving hand, and ride that to the next set of gears to the east. From there, wait until the Mickey Mouse-shaped pusher retracts, then run across the first two hands to the north. At the north end of the second hand, leap to the third and then the fourth hand. Then jump up and Air Slide to the north to reach another pair of chests.



From the same set of gears on the east side of the map, do an Air Slide to the southwest to grab a sticker. Instead of doing the dash at the peak of the jump, let yourself fall a bit and swing your Keyblade when you get close to ensure that you grab it. Aiming is a bit tricky, so this may take a few tries.

Finally, leap across the rolling-pin gears in the map's south end to reach the area's final treasure chest and the entrance to Pete's Rec Room.



## TAKE A RIDE IN PETE'S PINBALL MACHINE

Disney Town's final area is a giant pinball machine, and Terra is the pinball. Climb the stairs to the top, then jump down the tube and leap from the plunger. You bounce off the machine's various bumpers, and when you fall to the button, you can press the and buttons to activate the flippers at the bottom. You needn't leave everything to fate; you can still perform Air Slides to control your movement, allowing you to reach the four treasure chests on the machine: one in the center, above the ring of moving bumpers; one to the left of the ring of bumpers; and one to the right, far above the bumpers. The final chest is in the center, blocked by a series of bars. To lift the bars, bounce into each of the four turquoise-shaped bumpers marked with a crown. Then push the analog stick toward the machine's back wall to grab onto the alcove.



The higher of the two center chests contains an exit that takes you out to the rooftops above the Racetrack. The area's final chest is here, and if you stand on top of the crates and look to the northwest, you spot the area's final sticker. To reach it, you need to come back when you've maxed out the High Jump skill, and make a flying leap followed by a chain of Air Slides. If you fail, let the enemies below kill you so you can immediately continue from the rooftop.










# OLYMPUS COLISEUM

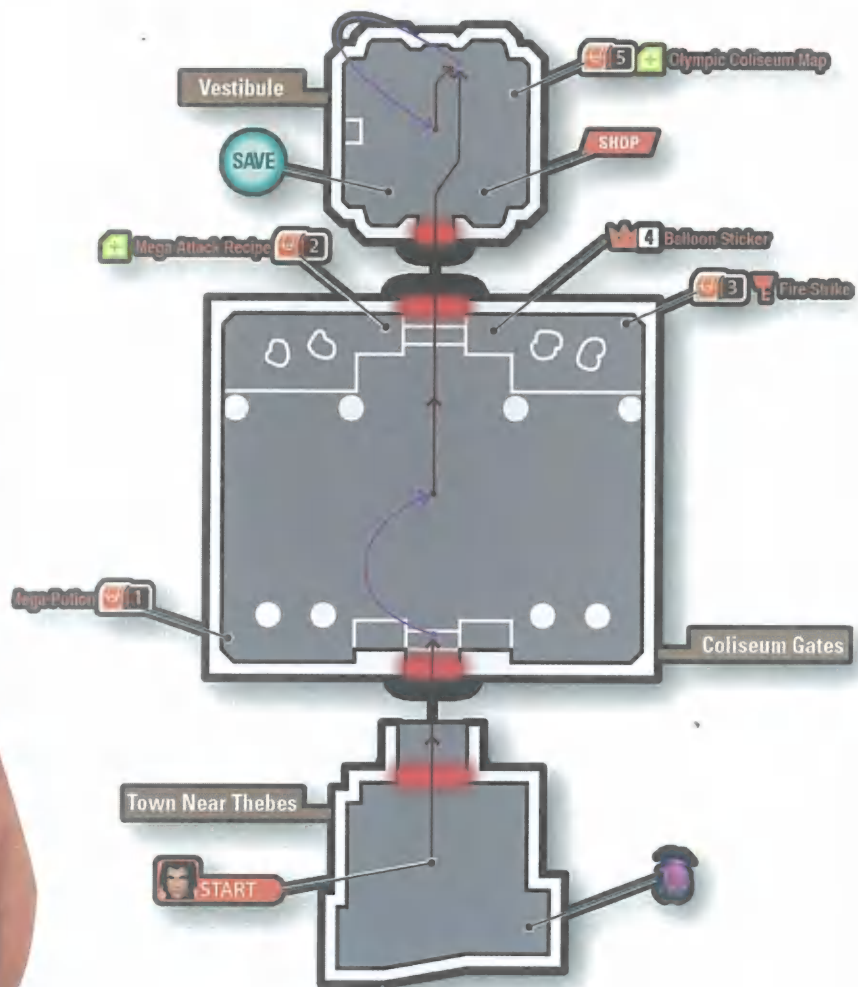
## TREASURES

### COLISEUM GATES

-  **1** MEGA-POTION
-  **2** MEGA ATTACK RECIPE
-  **3** FIRE STRIKE
-  **4** BALLOON STICKER

### VESTIBULE

-  **5** OLYMPUS COLISEUM MAP







## AXE FLAPPER

HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BLUE SEA SALT

HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## BRUISER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BUCKLE BRUISER

HP	64
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CHRONO TWISTER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## FLOOD

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## JELLYSHADE

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## MANDRAKE

HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0



## MONOTRUCKER

HP	44
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



## SCRAPPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SHOEGAZER

HP	28
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SPIDERCHEST

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TANK TOPPLER

HP	72
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## VILE PHIAL

HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



## YELLOW MUSTARD

HP	48
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75







## EXPLORE THE COLISEUM GROUNDS

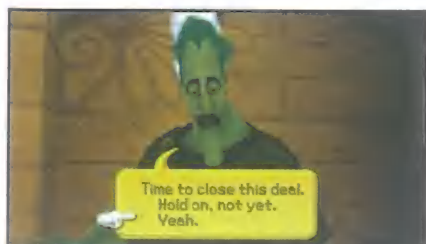
As usual, a pack of Unversed greets you at the entrance to the Olympus Coliseum. A couple of new foes are in the mix, and you should take particular note of the heavily armored Buckle Bruiser, which cannot be damaged by head-on attacks. To inflict damage, you can dash behind it, immobilize it, blast it with magic, or block its attacks and retaliate.

Continue north to the Coliseum gates, where you find three of this area's four treasures and, behind the pillars in the northwest, its one and only sticker. Then head into the Vestibule to pick up the last treasure and sign up for the Coliseum tournament.



## PREPARE FOR THE COLISEUM QUALIFIER

The first round of the Coliseum consists of 10 strictly timed battles. If you run out of time, choose to either quit or retry. Either way, you keep all of the EXP, CP, and munny you earned before you failed.



Fill your Command Deck with spells in the Magnet and Zero Gravity series, which pull your foes together so you can beat them quickly and cleanly. You may wish to forego equipping healing commands, as your foes drop plenty of HP prizes.

Use your Shotlock as a silver bullet for tough fights; you can hold your ground and blast all your foes for a nearly instantaneous win, quickly eliminating troublesome opponents, like Buckle Bruisers. The fight against the Jellyshades in the final round can be tough. Rush in close and catch as many as you can in a Magnet blast, then use other area-effect spells and your Shotlock to finish any survivors. If the battlefield seems clear but the round hasn't ended, hold the and buttons to snap to the nearest foe; a Jellyshade is probably lurking in the blind spot behind Terra.



ROUND	FOES	TIME LIMIT
1	SCRAPPER X3	30 SECONDS
2	BRUISER X1, VILE PHIAL X1	15 SECONDS
3	SPIDERCHEST X3	30 SECONDS
4	BUCKLE BRUISER X1	20 SECONDS
5	SHOEGAZER X5	15 SECONDS
6	RED HOT CHILI X2, BLUE SEA SALT X2, YELLOW MUSTARD X2, AXE FLAPPER X1	40 SECONDS
7	BUCKLE BRUISER X3	40 SECONDS
8	MONOTRUCKER X2, CHRONO TWISTER X2	30 SECONDS
9	BRUISER X1, MANDRAKE X5	30 SECONDS
10	JELLYSHADE X30	30 SECONDS

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND	SONIC IMPACT



# Zack

HP	600
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, AND ZERO GRAVITY
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.5

## PRIZES

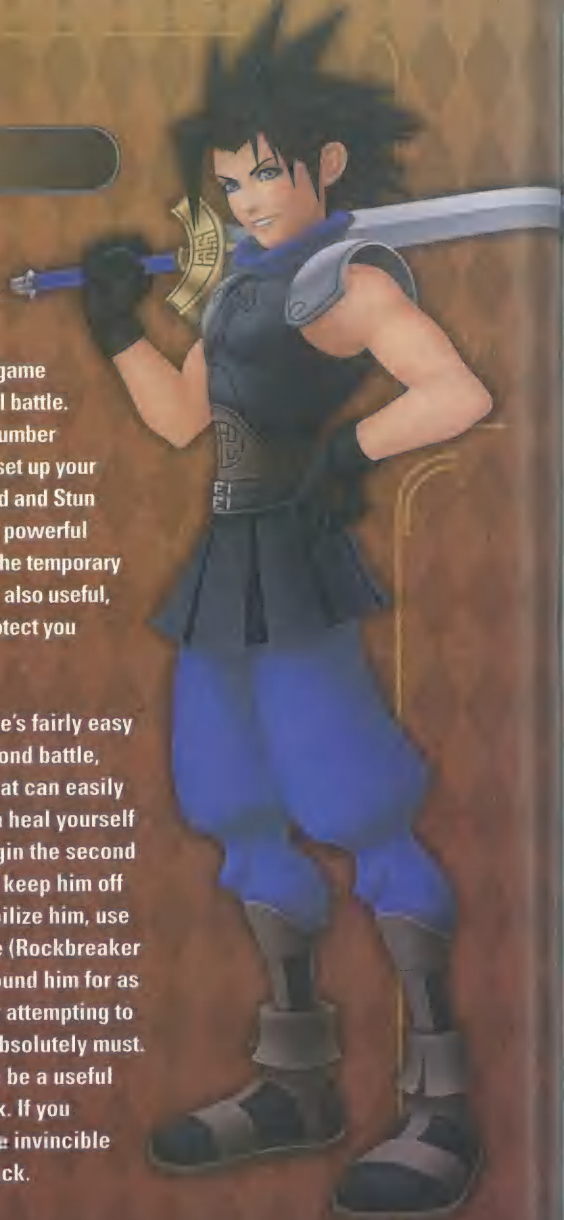
POWER-UP	DECK CAPACITY +1
DIMENSION LINK	ZACK
KEYBLADE	MARK OF A HERO



## Face the Masked Warrior in the Final Round

After you complete the first 10 rounds of the Coliseum, you have an opportunity to save your game and change your Command Deck before the final battle. The boss ahead is surprisingly vulnerable to a number of status conditions. So, one good strategy is to set up your Command Deck with commands like Freeze Raid and Stun Edge that can immobilize your target, as well as powerful combos like Aerial Slam that can capitalize on the temporary immobilization. A powerful healing command is also useful, but only if you have the Leaf Bracer ability to protect you while you cast it.

You face Zack twice in a row. The first time, he's fairly easy to beat, but he puts up a fierce fight in the second battle, using the Meteor spell and lengthy combos that can easily wipe out half of Terra's HP bar. Make sure you heal yourself toward the end of the first fight so you can begin the second with full HP. Then relentlessly pursue Zack to keep him off balance and unable to use his attacks. Immobilize him, use a combo command, build up a Command Style (Rockbreaker is highly recommended for this battle), and pound him for as long as you can. Don't give him an opening by attempting to use a Shotlock or recovery spell unless you absolutely must. One exception is that the Shotlock ability can be a useful last resort if you have time to lock it to its max. If you succeed at getting the Shotlock to max, you're invincible for a short time while you use it to damage Zack.



## TRAINING AT THE COLISEUM

After defeating Zack, you can return to the Coliseum to find a few new surprises. In the southernmost area's southeast corner, you can now battle Prize Pods that drop rare Thundercracker and Nutty Nut flavors.

A new mini-game is also available. To try it, speak to Hercules in the Vestibule and agree to join him in an urn-smashing training session. Use area-effect commands and the Rising Rock Finish command to smash whole groups of urns simultaneously for an easy win. The prize for your first victory is the Sonic Blade command; after that, you receive Panaceas instead.

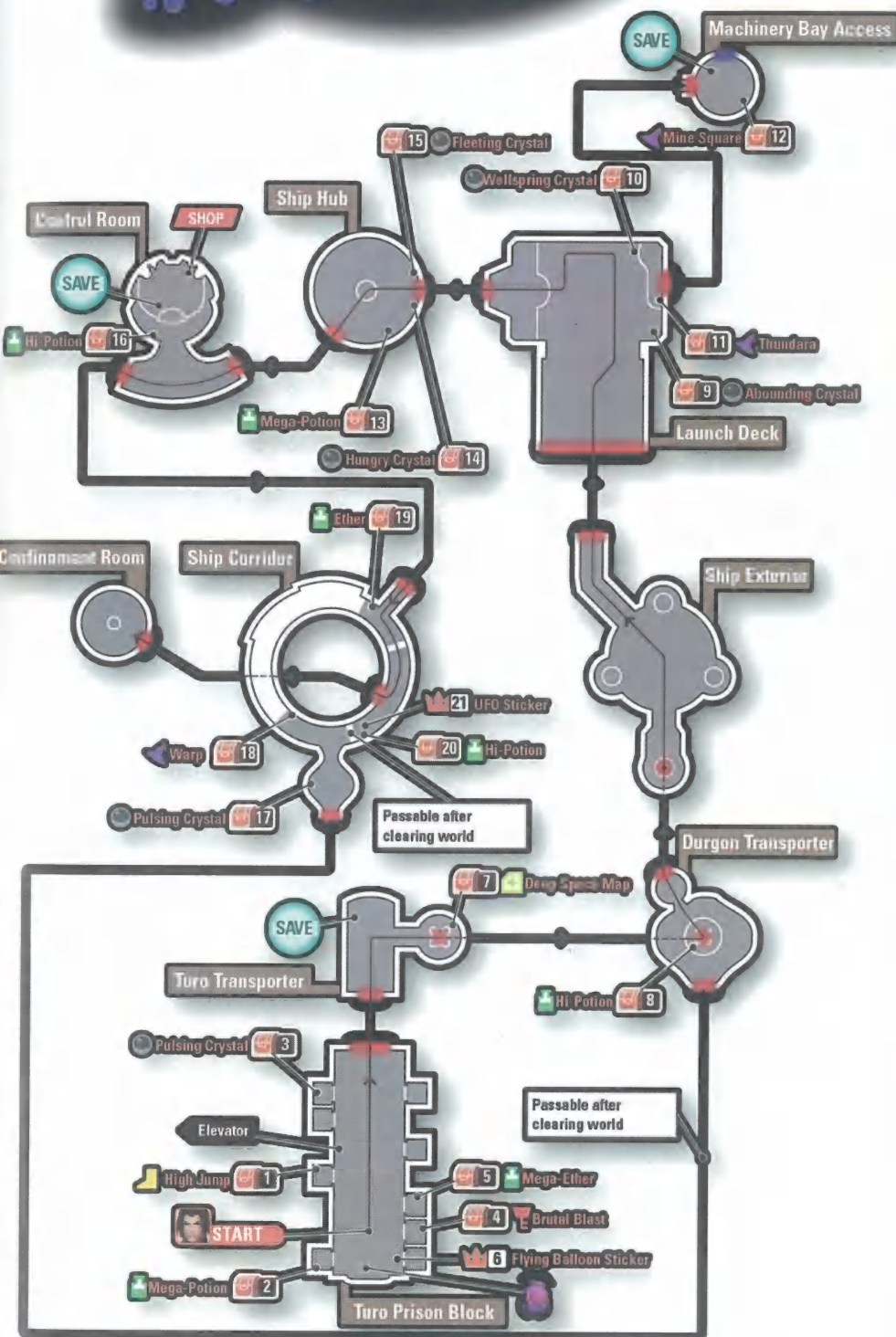


BOSS

OLYMPUS COLISEUM



# DeepSpace



## TREASURES

### TURO PRISON BLOCK

- 1 HIGH JUMP
- 2 MEGA-POTION
- 3 PULSING CRYSTAL
- 4 BRUTAL BLAST
- 5 MEGA-ETHER
- 6 FLYING BALLOON STICKER

### TURO TRANSPORTER

- 7 DEEP SPACE MAP

### DURGON TRANSPORTER

- 8 HI-POTION

### LAUNCH DECK

- 9 ABOUNDING CRYSTAL
- 10 WELLSPRING CRYSTAL
- 11 THUNDARA

### MACHINERY BAY ACCESS

- 12 MINE SQUARE

### SHIP HUB

- 13 MEGA-POTION
- 14 HUNGRY CRYSTAL
- 15 FLEETING CRYSTAL

### CONTROL ROOM

- 16 HI-POTION

### SHIP CORRIDOR

- 17 PULSING CRYSTAL
- 18 WARP
- 19 ETHER
- 20 HI-POTION
- 21 UFO STICKER



### BLOBMOB

HP	55
EXP	60
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.75
DARK	X 1.0

### BLUE SEA SALT

HP	46
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### CHRONO TWISTER

HP	69
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### GLIDEWINDER

HP	23
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 2.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	VARIES*

\* Elemental weaknesses and resistances vary by color. Red is weak to Blizzard and resistant to Fire, blue is weak to Thunder and resistant to Dark, yellow is weak to Fire and resistant to Thunder.

### JELLYSHADE

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### PRIZE POD

HP	322
EXP	85
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SCRAPPER

HP	46
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SONIC BLASTER

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0

### TANK TOPPLER

HP	63
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### VILE PHIAL

HP	37
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

### YELLOW MUSTARD

HP	55
EXP	34
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

## FACE THE UNVERSED IN DEEP SPACE

This mission heats up before Terra even has a chance to land. You encounter a colony of hundreds of Jellyshade Unversed floating in Deep Space, and you must eliminate them from astride your Keyblade Glider. Try to stay at the colony's edges as you use the attacks assigned to the  and  buttons to defeat them by the dozens. You have to eradicate a few hundred of the Jellyshades before you discover this chapter's true destination.



## PRIZES

POWER-UP MAXIMUM HP UP







## ESCAPE FROM TURO BLOCK PRISON

Terra awakens in a cell in a large prison block, but his Keyblade can get him out of this situation. Dispense with a few pesky Unversed, then leap onto the only west-wall elevator that stops at the ground floor. It takes you to another platform, where you find a chest that contains the High Jump action command inside a cell. Equip this immediately—you'll need it.



With the power of High Jump, continue south along the west wall, jumping from platform to platform until you reach the highest ledge at the map's southwest section. You find one chest there, and if you look east to the opposite wall, you see another chest and a sticker.



leaping from the first elevator (the one that goes to the ground floor) to an elevator to the north, which takes you to a high cell with a chest in the northwest.

Jump up and use an Air Slide to reach the chest, which holds the Brutal Blast command. Then fall off either the platform's south side to reach the sticker or its north side to reach another chest. The area's final treasure is in a cell that you can reach by

## BLAZE A TRAIL TO THE LAUNCH DECK

Pass through the giant doors at the Turo Prison Block's north end to reach a small place that holds a save point and this area's map. The center of the adjoining room contains a transporter that warps you to another part of the ship. From here, you can head either north or south. First, go to the south, where you can grab a pair of treasures in a small, blocked-off region of the Ship Corridor area. Return to the transporter room, where you can now proceed to the north, or return



to the Turo Prison Block to face a group of Prize Pods that appear only if the player has activated the transporter at least once.

When you leave the transporter room through the north exit, you end up on the surface of the ship. In a segment similar to the one that opened this chapter, Terra must pilot his Keyblade Glider against a pack of Glidewinders in an outer-space demolition derby. Stick close to the center of the map, as the round bumpers at the triangle's three points grab you, whip you around, and toss you in random directions.





## COOK UP A METEOR SWARM

You find the Brutal Blast command in the Turo Prison Block, and you should already have the Fire Strike command from your adventures at the Coliseum. If you max both out, you can combine them to make the powerful Meteor Crash command. Like Mega Flare, Meteor Crash requires two Command Deck slots but can wipe out a room full of foes in a single shot.



## OVERRIDE THE SHIP'S GRAVITY

At the Launch Deck, trigger an attack from a group of new Blobmob enemies, and then lead them south so you can fight without interference from the turrets on the north wall. Blobmobs divide into smaller critters when you defeat them. However, spells that immobilize them, like Stop and Magnet, prevent them from splitting when they are vanquished.



When the floor is clear, approach the north wall and be ready to Shotlock the turrets as soon as they open up and begin to fire. Collect a pair of chests on the ground floor, and then jump through the eastern passage to discover another chest and a save point.

Back in the Launch Deck, use the terminal between the two turrets to shut off the room's artificial gravity. You can now leap to incredible heights, allowing you to Air Slide easily through the west passage to the Ship Hub. Drop down to the Ship Hub's ground floor and activate a terminal to shut off that room's gravity. Make your way slowly up the room's tiers to grab its three treasure chests. Then use the door on the second level to reach a Control Room where you can save your game.

The exit from the Control Room links you to the other half of the Ship Corridor, where you can grab the area's final treasure chests and sticker. Heal up before you open the door in the center of the room—a boss battle awaits.





# Experiment 221

HP (EXPERIMENT 221)	500
HP (ROBOTIC ARMS)	150
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, CONFUSE, POISON, AND STOP
ELEMENTAL WEAKNESSES (EXPERIMENT 221)	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZES

COMMAND STYLE	THUNDERBOLT
DIMENSION LINK	EXPERIMENT 626
KEYBLADE	HYPERDRIVE
COMMAND BOARD	DEEP SPACE

## Put a Stop to Experiment 221

Experiment 221 uses primarily Thunder-type attacks, so you can give yourself a boost by doubling up on the Thunder Screen ability. If you haven't mastered that ability yet, and you don't have it on any commands you can equip, see this book's Command Recipe section for a list of which command and crystal combinations you can use to create it.

While Thunder Screen is helpful, it's hardly necessary. Fill your Command Deck with Blizzard-type attacks to inflict extra damage and freeze Experiment 221. Include potent combo commands to inflict on your frozen foe—just like you did when you fought Zack.

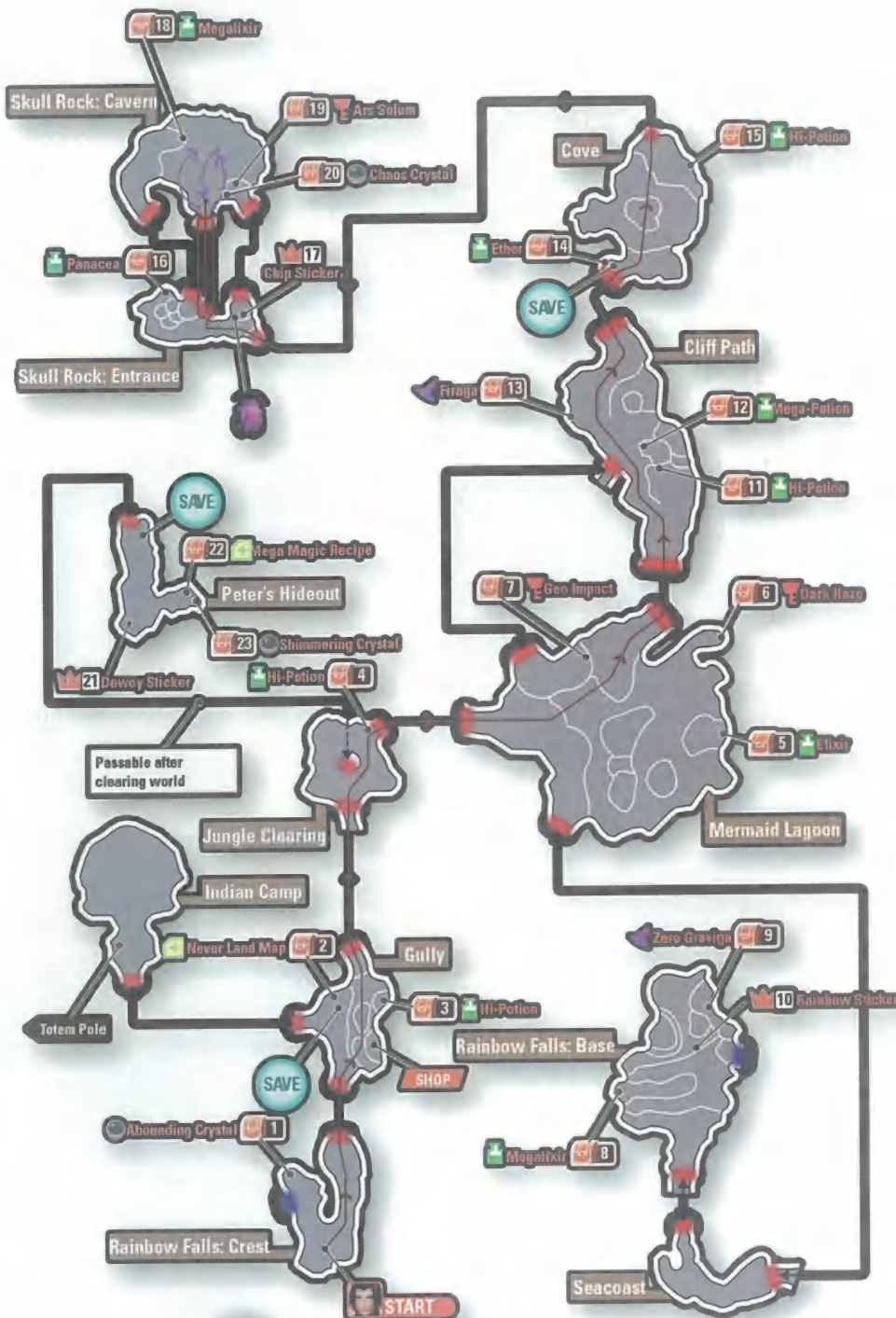
This fight's twist comes when Experiment 221 begins to use the robotic arms in the center of the battlefield to pelt you with projectile attacks. You can dodge these attacks by dashing around the room until Experiment 221 gives up. But the better play is to use your Shotlock to obliterate the arms as soon as they become active. This removes a potent threat, generates a bunch of HP prizes, and returns Experiment 221 to the battlefield in a stunned state.



BOSS



# TREASURES



## RAINBOW FALLS: CREST

**1** ABUNDING CRYSTAL

## GULLY

**2** NEVER LAND MAP

**3** HI-POTION

## JUNGLE CLEARING

**4** HI-POTION

## MERMAID LAGOON

**5** ELIXIR

**6** DARK HAZE

**7** GEO IMPACT

## RAINBOW FALLS: BASE

**8** MEGALIXIR

**9** ZERO GRAVIGA

**10** RAINBOW STICKER

## CLIFF PATH

**11** HI-POTION

**12** MEGA-POTION

**13** FIRAGA

## COVE

**14** ETHER

**15** HI-POTION

## SKULL ROCK: ENTRANCE

**16** PANACEA

**17** CHIP STICKER

## SKULL ROCK: CAVERN

**18** MEGALIXIR

**19** ARS SOLUM

**20** CHAOS CRYSTAL

## PETER'S HIDEOUT

**21** DEWEY STICKER

**22** MEGA MAGIC RECIPE

**23** SHIMMERING CRYSTAL



NEVER LAND



## ARCHRAVEN

HP	64
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	27
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HARERAISER

HP	53
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## JELLYSHADE

HP	27
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	64
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZE POD

HP	371
EXP	125
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SCRAPPER

HP	53
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MEET NEVER LAND'S UNIQUE BATCH OF UNVERSE

The batch of Unversed that greets you in Never Land contains a pair of interesting new creatures. Triple Wreckers are the first to take the stage. These strange foes take the form of a totem pole with three different components, each with its own elemental weaknesses and resistances. You always damage whichever component is in the middle, so use commands to match: the red is weak to Blizzard and strong against Fire; the blue is weak to Fire and strong against Blizzard; while the yellow has no particular weakness but resists Thunder attacks.

The second new foe is the mighty Wild Bruiser, a powerful foe who is too heavy to be affected by spells in the Zero Gravity and Magnet series. Strike at him with Fire attacks or lengthy combos—Wild Bruisers aren't very good at evading those.



## TRIPLE WRECKER

HP	74
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

\* Elemental weaknesses and resistances vary by color of central component. Red is weak to Blizzard and resistant to Fire, blue is weak to Fire and resistant to Blizzard, yellow is resistant to Thunder.

## VILE PHIAL

HP	42
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

## WILD BRUISER

HP	106
EXP	63
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 1.0

## YELLOW MUSTARD

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

Note that, like many foes in the area, Wild Bruisers are resistant to Thunder attacks, so you might want to swap those out of your deck for the duration of this world.





## EXPLORE NEVER LAND'S SCENIC BYWAYS

Your goal on Never Land is to reach Skull Rock, where all of the storyline's key events play out. You can reach Skull Rock quickly by merely heading north whenever you reach a crossroads, but you miss out on a lot of fun diversions along the way.

The first comes in the Gully north of your landing spot. Grab the map and head west to discover a small native camp with a giant totem pole. Use the trampoline to reach the top of the pole, and unload on its highest segment with a standard combo attack to earn a copy of the Thundaga command.

Continue north from the Gully, then east past a dead tree, and you end up in the wide-open Mermaid Lagoon. Take a dip in the water and swim to the northeast to find a chest on an island and another in a small cove. You can't yet reach the third chest, but plenty of other good stuff waits in the dead-end area to the south.



## STRETCH YOUR WINGS AT RAINBOW FALLS

The road south from Mermaid Lagoon takes you to the scenic, beautiful base of Rainbow Falls. Explore it thoroughly to uncover a pair of chests with excellent loot (a Megalixir and Zero Graviga).

You also spot the first of three Never Land stickers, which is just a little too high to reach with High Jump. That leaves the Air Slide as Terra's only option. Find the highest ground you can, which is near the chest that held the Megalixir. Take a nice, high leap and do a two-stage Air Slide over to it. Aiming from this far away can be tricky, but remember that you might be able to grab it by swinging your Keyblade when you get close.



## AIR SLIDE TO HIDDEN LOOT ON THE CLIFF PATH

Back in Mermaid Lagoon, climb to the top of the island in the center of the water, and Air Slide from there to the Cliff Path's entrance. This area is filled with tough fights, so call in some help from Cinderella and her repertoire of recovery commands if you take a beating.

When the coast is clear, use combos or deck commands to smash down the walls of boulders, and leap up to the top of the northernmost stone pillar. From there, you can Air Slide south to a treasure chest, or southwest to the top of a palm tree by a dark cave in the mountain. That cave takes you to the previously inaccessible part of Mermaid Lagoon, where a small chest contains the rare Geo Impact command. Beware of foes that spawn near it, as well as the nearby Spiderchest—you don't want to stumble over the edge while you're fighting them.



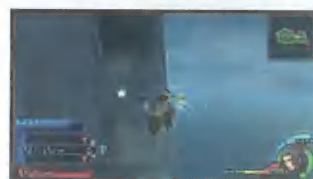
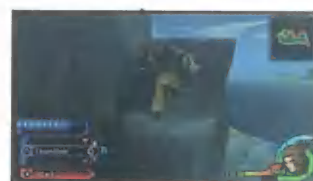




## Row, Row, Row Your Boat to Skull Rock

The Cliff Path leads to a sea cove, where you find a couple of treasure chests and a small boat docked at the map's north end. Save your game and row across to the Skull Rock Entrance area. Without entering the cave to the north (which triggers an event and boss fight), grab the chest at the island's west end, and leap up the series of ledges to the south of the chest; you may need to press the **duck** button and move the camera around to spot them. Don't be fooled by the Spiderchest at the top—the real treasure lies through the opening, which takes you to an otherwise inaccessible chest inside Skull Rock.

After grabbing that, go back out to the top ledge in the Skull Rock Entrance area, stand at its tip, and look to the east. Spot a second ledge at the bottom of the skull's other eye socket. Air Slide over to it, and get ready to fight; you trigger this area's Prize Pod encounter as soon as you land. If you're determined to get the Prize Pods' treasures, follow them down after you knock them off the ledge, and make your way back up after they disappear. The ledge holds Never Land's second sticker. It also hosts an entrance that leads to Skull Rock's interior, where you find two more chests, including one with the rare *Ars Solum* command.





# Peter Pan

HP	700
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, STOP, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

COMMAND STYLE	BLADECHARGE
DIMENSION LINK	PETER PAN

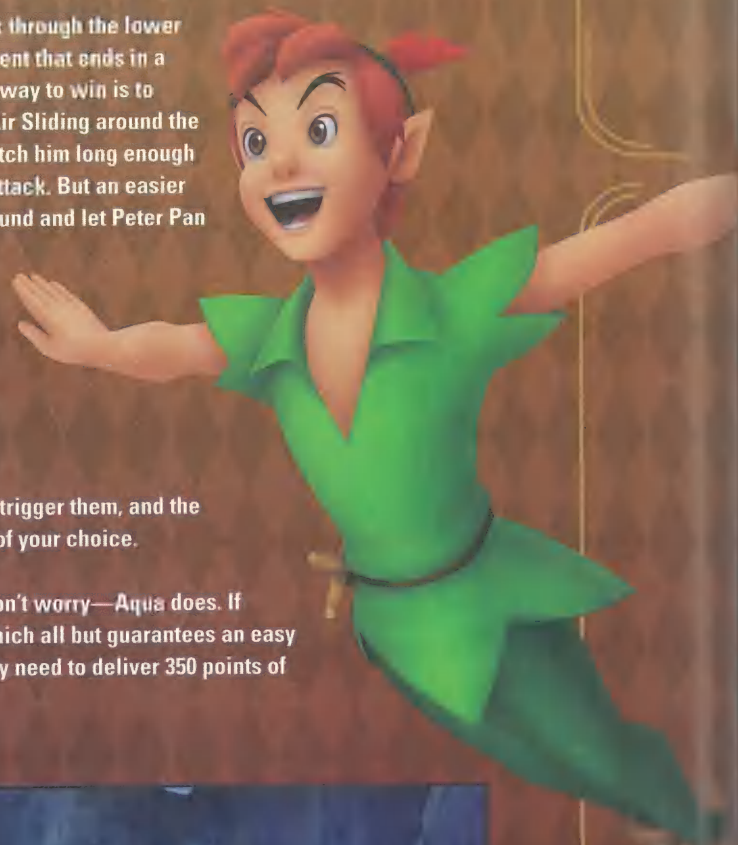
## Set a Potent Trap for Peter Pan

When you enter Skull Flock through the lower entrance, you trigger an event that ends in a battle with Peter Pan. One way to win is to pursue him aggressively, Air Sliding around the battlefield until you can catch him long enough to deliver a quick combo attack. But an easier solution is to hold your ground and let Peter Pan come to you.

If you stand still, Peter Pan flies in low to strike. You

can use an area-effect command like *Aeroga* to knock him out of his attack, but the timing is tricky. To make it easy, use commands like *Mine Square* or *Mine Shield* to lay explosive traps all around you. Peter Pan flies low enough to trigger them, and the explosion leaves him vulnerable to a powerful, multi-stage combo of your choice.

If you don't happen to have a mine-laying command in your deck, don't worry—Aqua does. If you've leveled her up twice, she knows the *Mine Square* ability, which all but guarantees an easy victory against Peter Pan. Note that while Peter has 700 HP, you only need to deliver 350 points of damage to win.



BOSS

NEVER LAND



## GO BACK FOR THE LOST BOYS

When you exit Skull Rock after the battle, a strange noise suggests that something is happening inside. If you haven't already, take the opportunity to grab the Skull Rock ledge treasures. Then go back inside to discover The Lost Boys being swarmed by Jellyshades. Use your favorite area-effect commands and Finish commands to wipe them out.

After the Jellyshade battle, you witness a series of events that should be of special interest to longtime *Kingdom Hearts* fans. Without so much as pressing a button, you earn a number of prizes that include two new Keyblades.



### PRIZES

POWER-UP	DECK CAPACITY +1
KEYBLADE	PIXIE PETAL
KEYBLADE	ENDS OF THE EARTH
COMMAND BOARD	NEVER LAND



## PAY A VISIT TO PETER'S HIDEOUT

When you finally return to the World Map, you discover that you're short a sticker and two chests. Land at the Never Land Gully and head north to the area with the single rotting tree. Enter it through a small knothole at its base, and you discover Peter's Hideout, home to The Lost Boys, a pair of chests, and the final sticker.





## CONFER WITH YOUR MASTERS

This mission begins in the area known as the Badlands, where Master Xehanort has an urgent message for you. Speak with him, and then head to the Land of Departure to meet with Master Eraqus. You face a boss battle as soon as you land, so make your preparations on the World Map. Remove anything from your deck that's Dark-type, and make sure you have some good healing options, some knockback spells like Aeroga or Mine Square, and plenty of long, powerful combo attacks.



## PRIZES

COMMAND STYLE | DARK IMPULSE

# Master Eraqus

HP	750
STRENGTH	25
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.5

## PRIZES

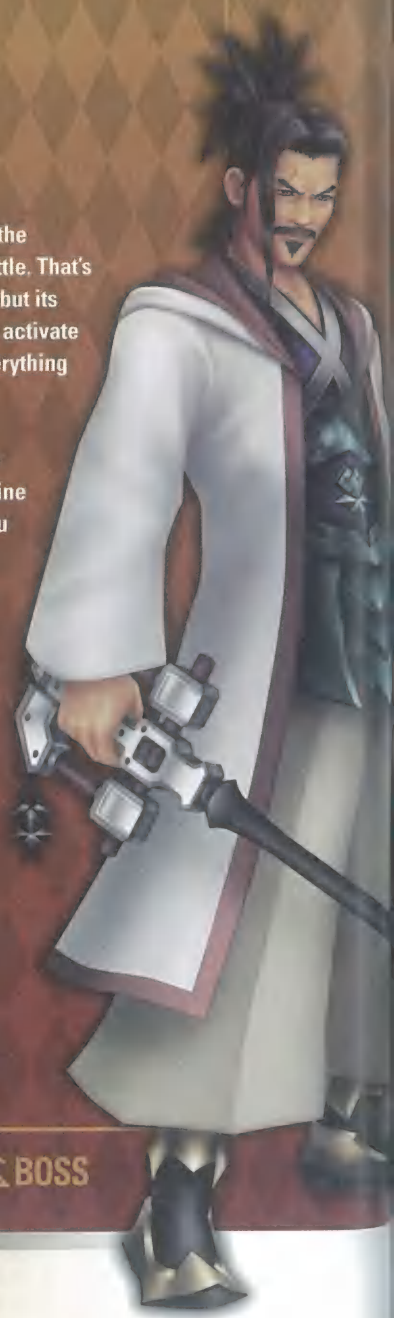
POWER-UP	MAXIMUM HP UP
KEYBLADE	CHAOS RIPPER
ITEM	XEHANORT'S REPORT 8

## Stop Master Eraqus Any Way You Can

Terra immediately activates the Dark Impulse Command Style at the beginning of this fight, and its effects continue throughout the battle. That's unfortunate, because Master Eraqus is resistant to Dark attacks, but its speedy combos allow you to maintain the pressure. Terra cannot activate any Dimension Links during this fight, so make sure you have everything you need in Terra's own Command Deck.

Master Eraqus is immune to all status effects, but you can keep him on the ropes with an aggressive offense. Use spells like Mine Square or Aeroga that temporarily immobilize him, allowing you to follow them up with long combos. An evolved form of Mine Shield is also effective, especially because Eraqus charges at

you continuously throughout the fight. But the speedy strikes of Terra's Dark Impulse Command Style are usually enough to keep Master Eraqus off balance and unable to launch most of his slower attacks. When Master Eraqus begins to use one of his many charge-up attacks (such as the spinning blades or rays of light that surround him), take the opportunity to heal, or pelt him with your Shotlock. You can block virtually anything he does, even the light beams, so reach for the Ⓢ button when you get into trouble. An aggressive strategy wins this fight.



BOSS

LAND OF DEPARTURE





## PREPARE FOR THE FINAL CHAPTER

Terra's final chapter is upon us, so now is the time to take care of any unfinished business you may have elsewhere in the universe. If there are mini-games left to conquer, skills left to earn, or stickers yet to claim, now is the time to do it. If you want to level up for the challenges ahead, make sure to spend some time at the Mirage Arena, even if you're playing solo. The combat challenges are a good way to earn EXP and CP, and the prizes include permanent HP boosts, Keyblades, the ultimate Shotlock, and even one of Xehanort's Reports.



## FINISH YOUR STICKER COLLECTION

Now that your High Jump and Air Slide are likely maxed out, you can return to the many worlds where you saw stickers that were too high to claim.



In the Enchanted Dominion's Audience Chamber, leap from the top of the stairs and do a multi-stage Air Slide to reach this final Sticker.



Enter the side passage of the Castle of Dreams, and swing your Keyblade at the top of a High Jump to grab this sticker.



Two stickers remain in the Radiant Garden. In the Outer Gardens, a simple High Jump should suffice to grab the first sticker.



For the Radiant Garden's Fountain Court sticker, make your way to the map's northeast corner, and Air Slide along the east wall to reach the particularly tricky second sticker.

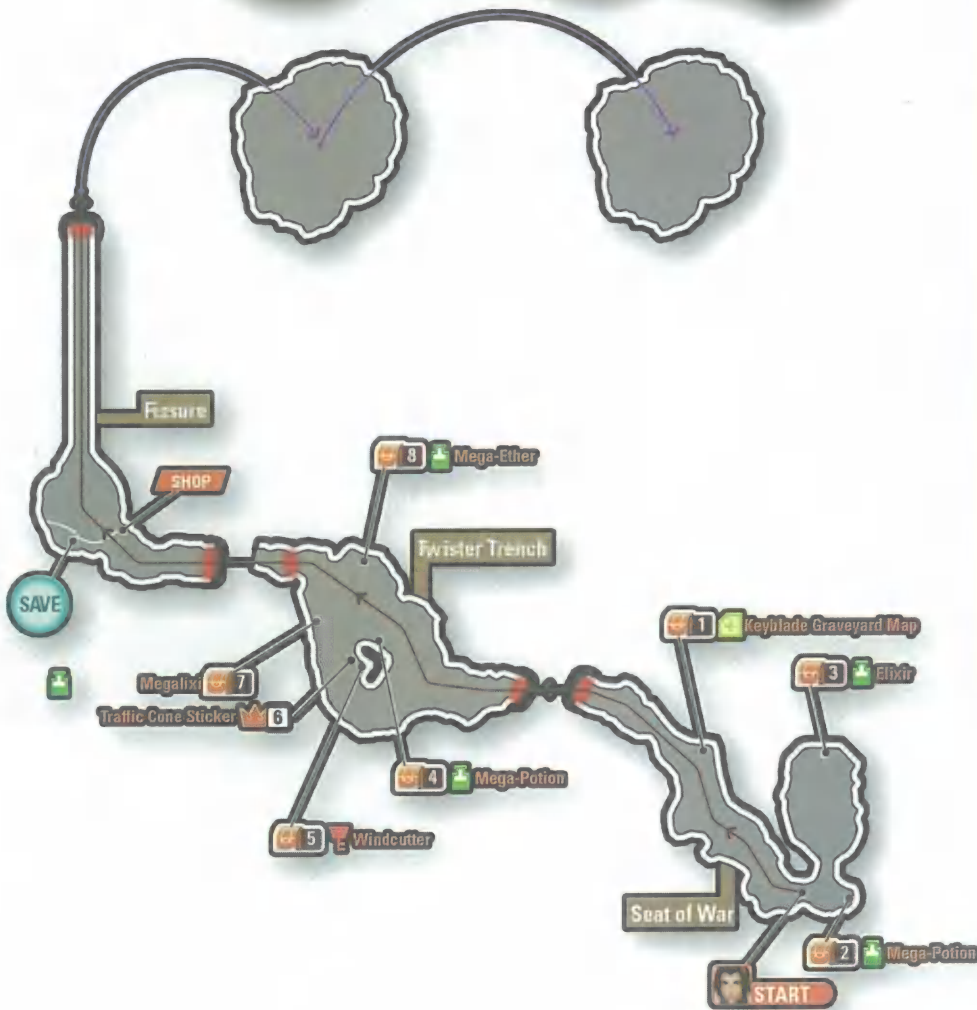


To get the final sticker in Disney Town, go down the manhole and make your way back through Pete's Rec Room to reach the Raceway rooftop. From there, you can leap from the box and do a multi-stage Air Slide across the roof. When you arrive, defeat all the Blue Sea Salts to make a pack of Prize Pods appear!





# KEYBLADE GRAVEYARD



UNVERSED

COMBAT LEVEL 9



## BLUE SEA SALT

HP	61
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## BRUISER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BUCKLE BRUISER

HP	98
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CHRONO TWISTER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TREASURES

### SEAT OF WAR

- 1 KEYBLADE GRAVEYARD MAP
- 2 MEGA-POTION
- 3 ELIXIR

### TWISTER TRENCH

- 4 MEGA-POTION
- 5 WINDCUTTER
- 6 TRAFFIC CONE STICKER
- 7 MEGALIXIR
- 8 MEGA-ETHER





### FLOOD

HP	31
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### SCRAPPER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### TRIPLE WRECKER

HP	85
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

\* Elemental weaknesses and resistances vary by color of central component. Red is weak to Blizzard and resistant to Fire; blue is weak to Fire and resistant to Blizzard; yellow is resistant to Thunder.

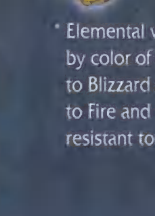
### HARERAISER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### SHOEGAZER

HP	61
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### MANDRAKE

HP	73
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0



### SONIC BLASTER

HP	79
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0



### VILE PHIAL

HP	49
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

### RED HOT CHILI

HP	31
EXP	24
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



### TANK TOPPLER

HP	110
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### YELLOW MUSTARD

HP	73
EXP	96
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

## RUN THE TWISTER TRENCH GAUNTLET

Return to the Badlands, which is now labeled with its proper name: Keyblade Graveyard. Scoop up the three chests located in an area directly behind the spot where Terra enters the Keyblade Graveyard—they're in the Seat of War landing spot. Then head down the opposite path to Twister Trench.

This wide gulch is swept by fast-moving tornadoes. All of the tornadoes in this area can be cleared. The only way to get the tornadoes to spawn again is by leaving the Keyblade Graveyard completely. Each tornado sweeps you into a special battlefield for a multi-round fight with unusually large and powerful Unversed. These battles present a great opportunity to gain EXP and CP quickly, but they can be quite dangerous. Watch for the spinning green blades of Mandrakes, which inflict a ton of damage and can hit you from all directions in the wide-open battlefields. Move quickly to slay them all.



Four chests are in the Twister Trench, as well as the final sticker, which is dug into the pillar's northwest side in the center of the area.



In the fissure at the other side of the trench, you find a shop and save point. This is your last

opportunity to juggle your Command Deck and save your game before the string of final boss fights begins. Equip plenty of restorative spells and items, such as Curaga, Megalixir, and Mega-Potion.



# Vanitas

HP	550
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, AND ZERO GRAVITY
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP      MAXIMUM HP UP

Pursue Vanitas relentlessly. If you hold your ground to block or set a trap, Xehanort seizes the opportunity to target you with a spell. Shotlocks or fast attacks in the Edge or Surge series of commands are great, especially if they can cause a Stun or Freeze effect that sets up Vanitas for a follow-up combo.

## Defeat the Master's Apprentice

The first round of the final battle pits Terra against the dark team of Master Xehanort and Vanitas. The battle ends when either one of the two is reduced to 50% of his HP, so you should pick a target and stick with it. The best bet is to focus on Vanitas, because he's the more active fighter, and chasing him around the battlefield makes it hard for Xehanort to target you with his slower, ranged attacks. Also, Xehanort warps away when he's under pressure, making it hard to keep a bead on him.



# Master Xehanort

HP	900
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.75

## PRIZES

POWER-UP      MAXIMUM HP UP

fancy combos against Xehanort without him warping away. But on the plus side, his hit-and-run tactics provide plenty of opportunities to refill lost health with spells like Curaga, which gives Terra the edge in the long run.

## Go Head to Head with Master Xehanort

Regardless of who you targeted in round 1, round 2 is always a one-on-one battle with Master Xehanort.

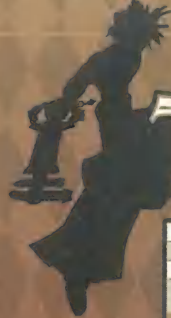
Master Xehanort is a shrewd fighter, warping away at any sign of danger, and then either rematerializing behind Terra to deliver a combo, or appearing at the far end of the battlefield to charge a long-range attack. This can make for a frustrating fight; it's very hard to land any sort of



Master Xehanort gives you two openings that are easy to exploit. When he warps behind you and begins his combo, try to dash away (you don't have time to block effectively) and then return to attempt a combo of your own. If he hits you with his combo, tap the button when you get knocked back; this launches a counterattack, which you can usually chain into a standard Keyblade combo. The other opening comes when Xehanort warps away from you; tap the and buttons to lock onto him, and if you see that he's casting a spell or readying a long-range attack (like summoning the swarm of Keyblades or the three blue energy blades), you can nail him with the Shotlock before he warps away.

There are also plenty of times when the confused old man warps just a short distance away, and you can simply walk up and start smacking him. He can warp away from almost any command, but he rarely evades your standard combos.





# Terra/Xehanort



TERRA WALKTHROUGH

HP	1000
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.75

## PRIZES

ITEM	XEHANORT'S REPORT 11
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## Reclaim Your Body from Xehanort

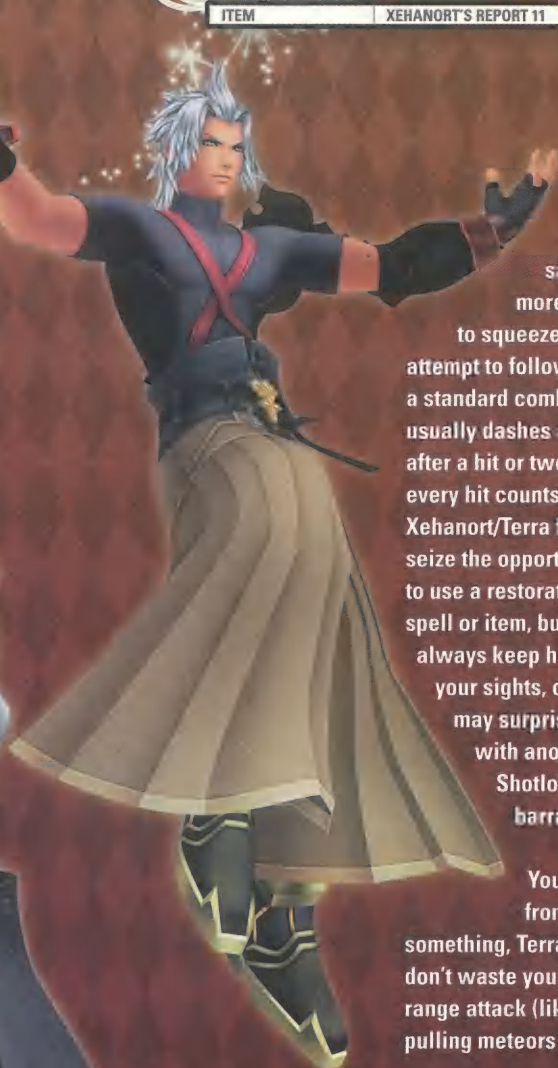
In the final battle, Xehanort takes Terra's body, leaving you to fight from within your Keyblade Armor. Terra/Xehanort is a truly deadly foe, and none of your fancy tricks is of much use in this fight. No D-Links can be used during this battle. This conflict is all about the fundamentals: blocking, retaliating, and using standard combos.

At the start of the fight, immediately prepare to block your foe's Dark Volley-esque Shotlock barrage, which can leave you at the brink of defeat mere moments into the battle. You can block any of your foe's attacks, but the same is true of him, so it's important to use a more passive strategy of blocking and countering to squeeze damage in bit by bit. After a successful block, attempt to follow it with a standard combo; he usually dashes away after a hit or two, but every hit counts. After Xehanort/Terra flees, seize the opportunity to use a restorative spell or item, but always keep him in your sights, or he may surprise you with another Shotlock barrage.



Your only chance to deal heavy damage comes from your own Shotlock. If he isn't in the middle of something, Terra/Xehanort can easily dodge your projectiles, so don't waste your energy unless he's clearly preparing a long-range attack (like summoning a giant Keyblade over his head, or pulling meteors out of the ground).

This is a long fight, so be patient. Focus on blocking and countering, finding opportunities to heal, and waiting for the perfect opening to unleash a Shotlock barrage. Chaos Reaper Keyblade is also a good choice for this fight.



BOSS





# VENTUS





## TREASURES

### MOUNTAIN TRAIL

- 1 POTION
- 2 ETHER
- 3 POTION

### MINE ENTRANCE/MINE

- 4 BALLOON STICKER
- 5 PAYBACK RAID
- 6 PANACEA
- 7 MINI

### COTTAGE CLEARING

- 8 ICE CREAM STICKER
- 9 POISON
- 10 DWARF WOODLANDS MAP
- 11 FIRE

### COTTAGE

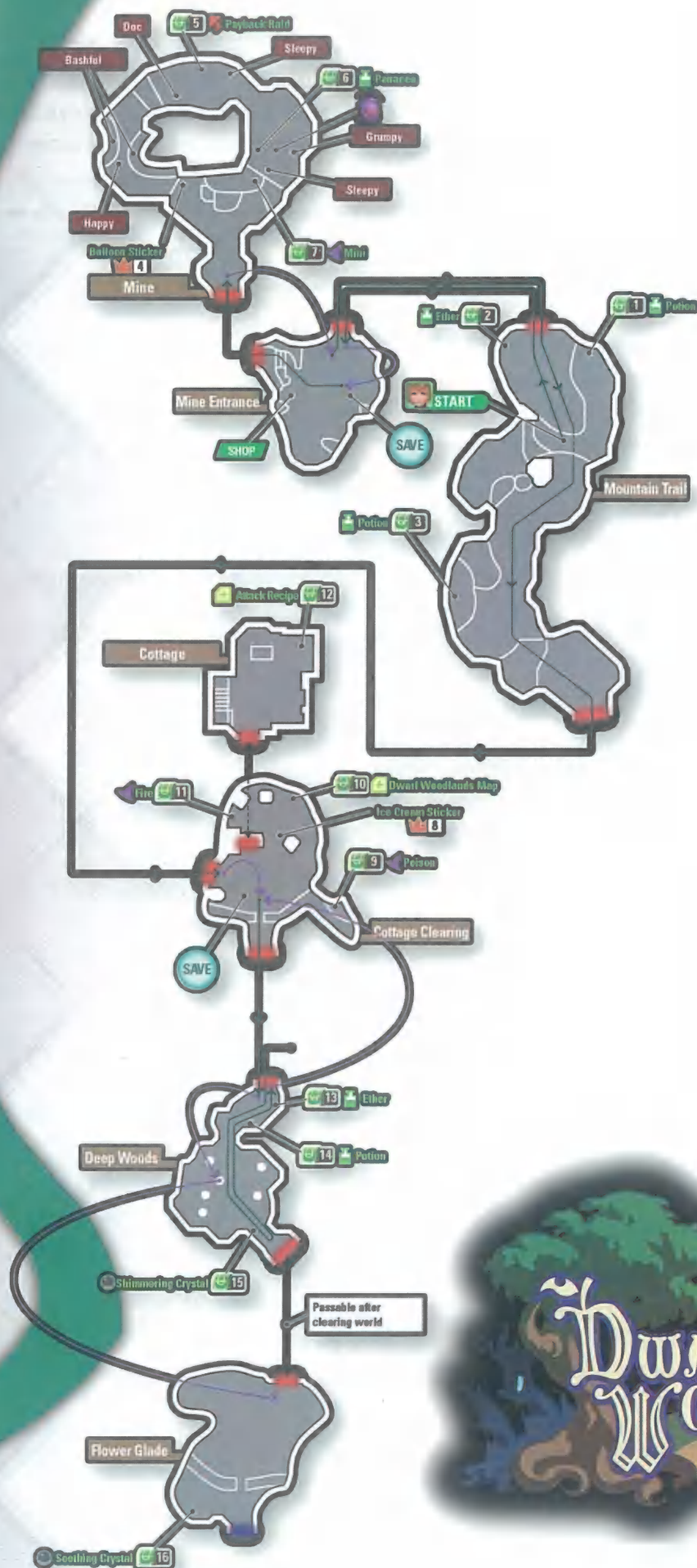
- 12 ATTACK RECIPE

### DEEP WOODS

- 13 ETHER
- 14 POTION
- 15 SHIMMERING CRYSTAL

### FLOWER GLADE

- 16 SOOTHING CRYSTAL







## ARCHRAVEN

HP	36
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BRUISER

HP	45
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## FLOOD

HP	15
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## HARERAISER

HP	30
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## MONOTRUCKER

HP	33
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## PRIZE POD

HP	210
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



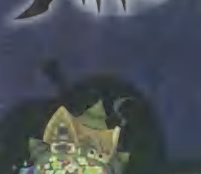
## RED HOT CHILI

HP	15
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



## SCRAPER

HP	30
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## DWARF WOODLANDS

## SUPPORT YOUR FRIENDS AT THEIR FINAL EXAM

Ventus's quest begins on the day of Terra and Aqua's Mark of Mastery exam. Ventus isn't up for a promotion, but he can still help when Master Xehanort summons a group of Orbs of Light for your friends to battle. Practice your basic attacks and default deck commands if you like, but your best option is to stand back and blast them with your Shotlock. Hold the and buttons to pull up a crosshairs, lock onto your targets, and press the button to execute. Ventus's share of the spoils includes his Fever Pitch Command Style, which you can trigger by filling your Command Gauge with non-elemental attack commands.

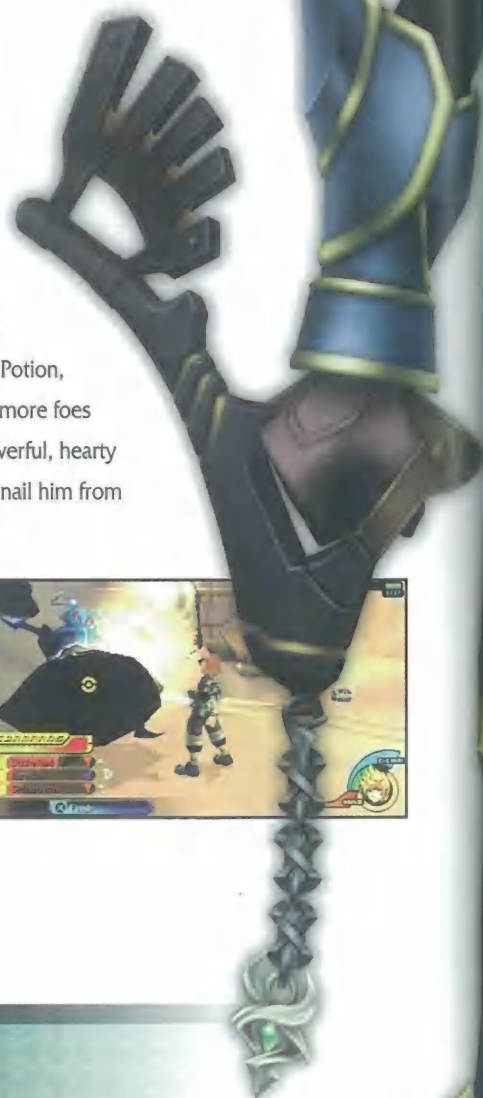
## PRIZES

POWER-UP	MAXIMUM HP+
COMMAND STYLE	FEVER PITCH
DIMENSION LINK	AQUA
DIMENSION LINK	TERRA
ITEM	XEHANORT'S LETTER
COMMAND BOARD	LAND OF DEPARTURE



## SEARCH FOR TERRA IN THE DWARF WOODLANDS

Ventus's first destination is the Dwarf Woodlands, where he arrives at a Mountain Trail overlooking the Seven Dwarfs' mine. Swap out your Quick Blitz command for Sliding Dash, so you don't waste CP on an already mastered command. Prepare to battle a pair of Flood Unversed on your way to the chest across from the entrance. Grab a Potion, and then drop down to the ground level to battle more foes for another pair of chests. Be careful when the powerful, hearty Bruiser appears; use commands like Strike Raid to nail him from afar, or Aero to knock him on his rear end.







## UNCOVER THE SIX HIDDEN DWARFS

Follow the Dwarfs inside the mine, where Ventus is greeted with fear and suspicion. That's not good enough for Ventus, so when they run and hide, he decides to go after them. Five of the six are in crates scattered around the mine, but even when you locate them, they don't go quietly. Chase the crates around the map until you can smash through their HP bars to reveal the Dwarfs within. Some chests actually contain enemies instead, but don't worry about avoiding them; the EXP and CP will do you good.

The one oddball in the bunch is Bashful, who rides a mine cart throughout the area. It pops up at two points along the mine's west side, and when it does, you need to leap up and chase after it, hitting it from behind. If you try to meet it head-on, it knocks you off the tracks. It may take a few laps before you can bring it down.



When all the Dwarfs are revealed, they point you to your next destination: a cottage in the woods to the south. But don't leave the area until you claim the sticker and all the treasures within the mine loop. It's particularly easy to miss the chest atop the ledges north of the entrance.



## HELP YOURSELF TO TREASURES

Proceed south down the Mountain Path to reach a quiet clearing that the Seven Dwarfs call home. Inside the cottage, you find a chest with the Attack Recipe. It provides a preview of the result when you use the Meld Command option to merge basic attack commands. On the outskirts of their property, you can pick up a pair of useful spells. The sticker east of the cottage seems out of reach, but you can grab it if you leap toward it from the stump and swing your Keyblade when you're directly under it.

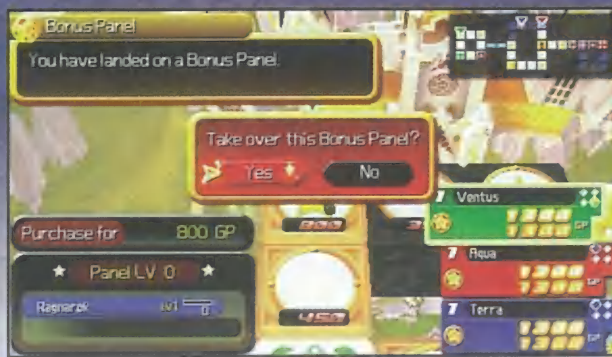




## UPGRADE YOUR SHOTLOCK ON THE COMMAND BOARD

Ventus's default Shotlock isn't very powerful, but you're free to upgrade it into one of the game's strongest Shotlocks at any point. Just find a save point, open the Camp Menu, and select the Command Board. This allows you to play the "Land of Departure" themed board game that you unlocked in the opening segment. One of the Bonus Panels includes the Ragnarok Shotlock.

To reach it, circle the board until you have at least 800 GP, then aim for the upper-left corner of the leftmost mass of blocks. If you can't randomly roll the number that gets you there, you have an opportunity to warp there from either of the special Keyblade Glider squares (the one with gold stars on a purple background). Don't worry about winning the game...scoring Ragnarok makes you the *true* champion. Note that you can get Ragnarok only once; the Zero Gravity command replaces it if you already have Ragnarok.



### ESCORT SNOW WHITE TO SAFETY

Find Snow White at the end of the Deep Woods south of the cottage. Claim the area's three treasure chests before you speak to her, and then lead her back through the woods toward the cottage. Protecting her can be tricky, especially from the evil trees that deal continuous damage with a breath attack. Whenever Snow White approaches a tree, make sure you aren't engaged in any sort of lengthy combo, so you can quickly tap the button when the prompt appears. Ventus leaps in front of Snow White, and if you immediately tap the button, he performs the special White Calm command to dispel the evil tree spirit instantly. Use this block-and-retaliate trick to defeat the tree spirits one by one, turning your Keyblade on the lesser Unversed only when Snow White isn't near a tree. When Snow White stops moving at the north end of the map, approach her and press to guide her directly into the cottage.





# Mad Treant

HP	300
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.5
DARK	X 1.0

## PRIZES

POWER-UP	DECK CAPACITY +1
COMMAND STYLE	FIRESTORM
DIMENSION LINK	SNOW WHITE
KEYBLADE	TREASURE TROVE

## Chop Down the Mad Treant

Before you return to the Dark Woods, you may want to add some Potions to your Command Deck in anticipation of Ventus's challenging first boss. The Mad Treant uses a variety of powerful attacks, carpet-bombing the area beneath its branches and dropping purple fruits that leave pools of poison where they land.

Begin the fight by continuously blasting the Mad Treant with your Shotlock until you run out of Focus energy, which should take off about one third of its HP. Then rush in to finish the job with a nonstop barrage of attacks at close range. The Mad Treant leaps up in an attempt to land on Ventus, catching him in a spreading shockwave even if he dodges. The trick is to leap up and away when the Treant is near the peak of its jump, and then attack when Ventus is at the peak of his own jump. This keeps you in midair longer, avoiding the shockwave and potentially delivering a few hits to the Mad Treant on its way down.

If you get low on health, use a Potion or fire up a Dimension Link. Aqua can use restorative magic, but any Dimension Link provides a temporary boost of health, and if the boss is near death, Terra can help you put him away quickly.





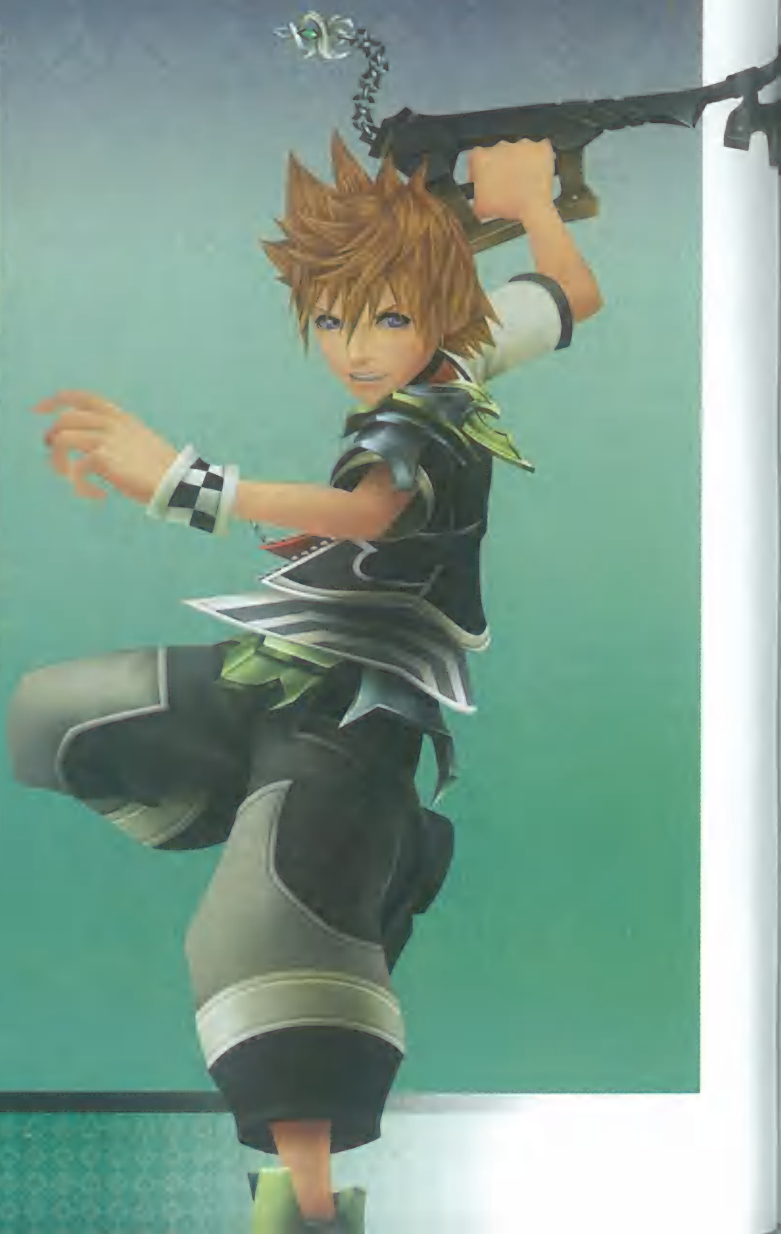


## VISIT SNOWWHITE'S FLOWER GLADE

Defeating the Mad Treant initiates a series of events that returns Ventus to the World Map and unlocks more worlds to visit. But you haven't yet seen everything that the Dwarf Woodlands area has to offer.

If you return to the Deep Woods and continue down the path where you met Snow White, you discover a new area packed with powerful foes, including new varieties like the Monotrucker and Hareraiser. Make sure to equip your new Keyblade, and put a good command into your new Command Deck slot...these fights can be tough. If you can reach the opposite end of the map, you can collect your reward: a Soothing Crystal in the map's final treasure chest.

Players can also return to the mine to challenge another new foe. Clear away all of the enemies in the mine loop's east side, and a pack of Prize Pods may appear. Prize Pods appear at random and sometimes only after all the other Unversed in the area are defeated. Given that, you may not encounter them during your play-through. If you do encounter them, note that you will not be able to fight them again unless you leave and return to the world. At your current level, you have little hope of defeating these high-HP foes. However, every hit you score against them generates an item that you can use as an ice-cream ingredients later in the game.

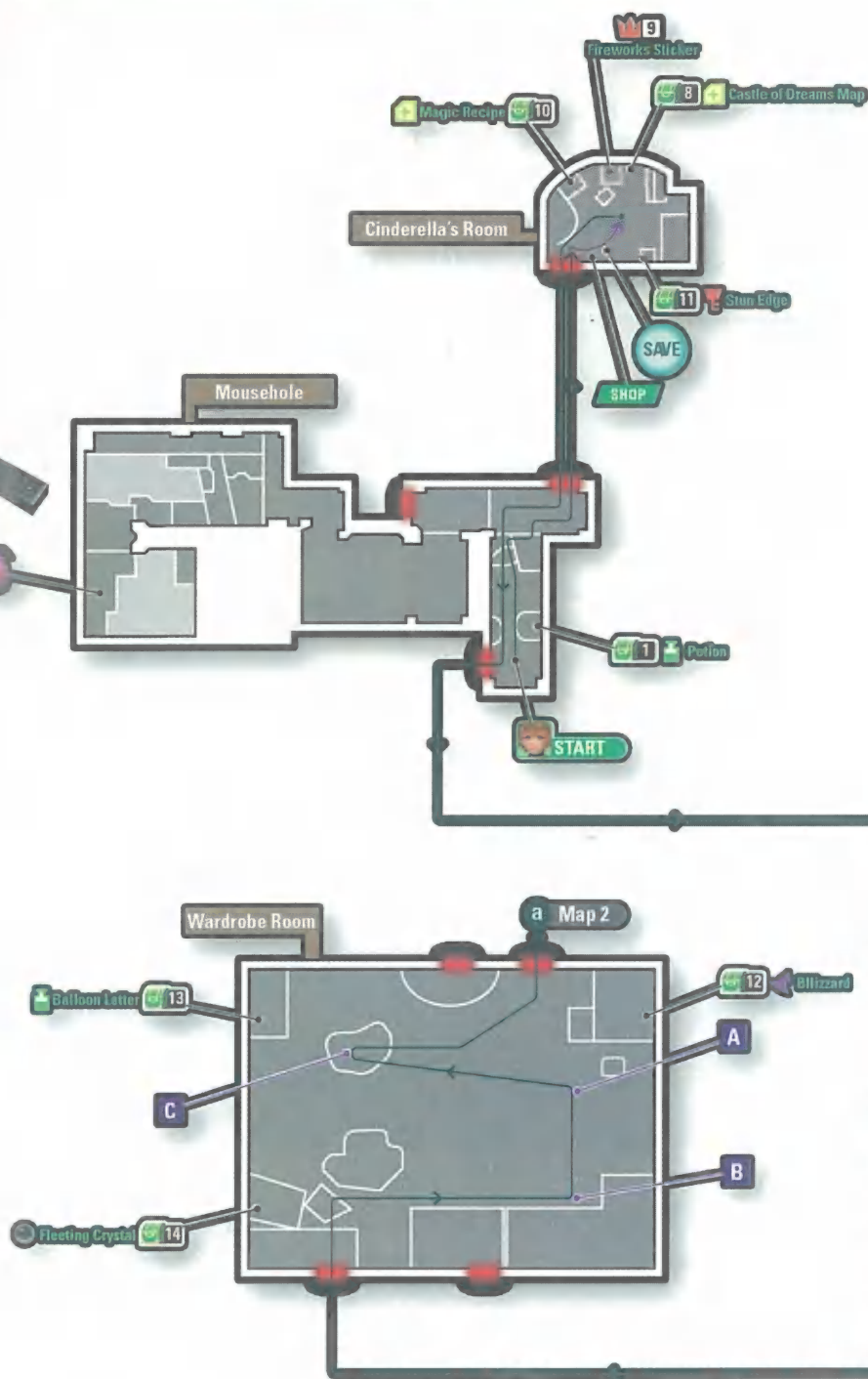


DWARF WOODLANDS





# Castle of Dreams



## TREASURES

### MOUSEHOLE

- 1 POTION
- 2 POTION
- 3 ETHER
- 4 HUNGRY CRYSTAL
- 5 PULSING CRYSTAL
- 6 THUNDERSTORM
- 7 LOUIE STICKER

### CINDERELLA'S ROOM

- 8 CASTLE OF DREAMS MAP
- 9 FIREWORKS STICKER
- 10 MAGIC RECIPE
- 11 STUN EDGE

### WARDROBE ROOM

- 12 BLIZZARD
- 13 BALLOON LETTER
- 14 FLEETING CRYSTAL
- 15 ZERO GRAVITY



### BRUISER

HP	47
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD

HP	16
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### PRIZE POD

HP	217
EXP	30
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### RED HOT CHILI

HP	16
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

### SCRAPPER

HP	31
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SHOEGAZER

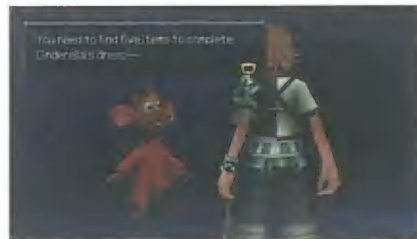
HP	22
EXP	9
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HELP CINDERELLA FINISH HER DRESS

After you complete the Dwarf Woodlands, three new areas unlock on the World Map: the Castle of Dreams, the Enchanted Dominion, and the Mirage Arena. The Mirage Arena is a fine place to level up and play co-op with friends. Ventus can also obtain his ultimate Shotlock, Multivortex, here, but only after all of the Arena Mode battles are cleared. Only Castle of Dreams and Enchanted Dominion advance the storyline. Of the two, the Castle of Dreams is the easier choice for low-level characters.

Ventus is still working out the kinks of interdimensional travel, and he seems to have arrived with his physical size reduced to that of a mouse. However, this works out fine for his mission of helping Cinderella. With the ability to slip through mouseholes, Ventus can grab everything Jaq needs to complete Cinderella's gown in time for the ball.

After you grab the Potion in the Mousehole passage, leap up the steps to the north to reach Cinderella's Room. There Jaq tells you everything you need to repay Cinderella's kindness.



## EXPLORE CINDERELLA'S ROOM

There aren't any dress pieces in Cinderella's own room, but you can grab plenty of items and a sticker. This is also a good place to learn the basics of yarn travel. Simply hop onto the ball of red yarn and barrel-roll it to wherever you need an extra boost to leap onto a piece of furniture. Use it to reach the Stun Edge command atop Cinderella's bedside table, and the Magic Recipe on the table behind her dress. Leap from the chair to her vanity to grab the first of two stickers in this area.



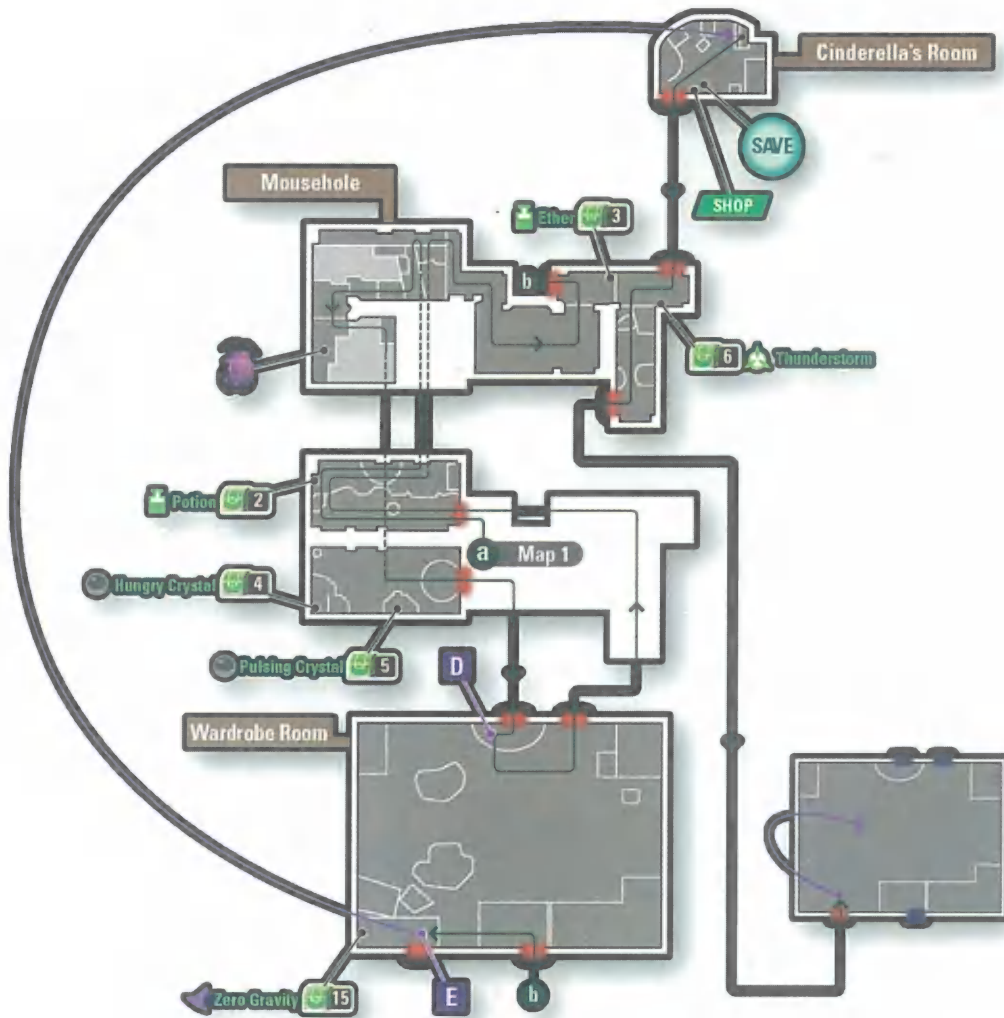
## COLLECT THE FIRST THREE PIECES

Head south through the Mousehole to reach the Wardrobe Room, where you find all five dress components. However, only three are accessible with the usual ball-of-yarn tricks. These include the bolt of Pink Fabric on the floor in the room's east side, the White Lace on the southeast sofa, and the White Sash atop the pile of books and boxes in the floor's northwest section.





Lots of Unversed are in this area, but you needn't let them slow you down. If you smash into them while you're riding your ball of yarn, they splatter beneath it. It's awfully satisfying, but you won't get any EXP or CP for defeating them this way.



## FORK-JUMP TO THE PINK THREAD

The remaining components are on a shelf and dresser in the Wardrobe Room, but you can't reach them so easily. To get them, you need to use the crack in the north wall to enter the mousehole's northwest section. Follow the path of stones to the fork that's stuck into a wooden beam... use it like a trampoline to reach the rafters. Travel east along the rafters, and cross through a wide attic. Then drop down through the gap to the northeast. There you find a chest with some Ether, while a second chest is visible on a rafter to the east. To reach that chest (which holds the Thunderstorm Shotlock), you have to jump onto the nearby fork and, standing at its tip, use a command like Sliding Dash or Fire Dash.



Use the same command to return toward the fork, and pass through the mousehole into the Wardrobe Room. You exit on top of a bureau, where Ventus can leap off a ruler plank to reach the shelf with the Pink Thread.



## MAKE A MATCHBOX BRIDGE TO THE WHITE BUTTON

After you claim the thread, drop down to the ground floor and return to the mousehole area. This time, after you leap off the first fork, cross the gap to the south. Next, use a second fork to leap up to a matchbox that's crammed into a gap in the south wall. Smack it with your Keyblade to push it through the other side. Then use that as a bridge to reach a spiderweb that has trapped two pieces of cheese. Smack the cheese to create a pair of platforms on the ground floor. Now look over the ledge, toward the west, until you spot the next sticker. To reach it, you need to jump toward it and swing your Keyblade as you fall past it.



Wipe out the enemies on the ground floor, and then approach the candle in the northwest corner to trigger the appearance of this area's Prize Pods. Once you collect your fill of Wedding Cake and Chocolate Valentines, use the cheese platform to reach the mousehole at the top of the barrel. You emerge on top of the bureau, where you find the White Button.



# Lucifer

HP	400
STRENGTH	8
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0




## PRIZES

COMMAND STYLE	DIAMOND DUST
DIMENSION LINK	CINDERELLA
KEYBLADE	STROKE OF MIDNIGHT
COMMAND BOARD	CASTLE OF DREAMS

## Steal Lucifer's Precious Pearl

All that's left is to gather the dress's finishing touch: a single white pearl. Unfortunately, Lucifer has taken a shine to it, and he won't give it up without a fight.

Fighting Lucifer head-to-head is tricky, although, if you do take a hit, you can at least recover from the knockdown with a Payback attack. Strike him from behind whenever possible, or blast him with your Shotlock from afar.

The most effective way to beat Lucifer is to ride him like a bucking bull. Wait for Lucifer to climb a piece of furniture, and then run to a spot where another piece of furniture is between you and him. (If you're out in the open, use a  button slide to evade the pounce.) When Lucifer pounces and misses, he's temporarily stunned. Use your Keyblade to smack him on the head, and then press  when you're prompted to leap on his back. The game then gives you a random series of buttons to press; take your time and make sure to hit them accurately, because Lucifer bucks you off whenever you miss. After six successful button presses, you get the opportunity to unleash a special Bronco Strike attack with the  button. Follow this up with a bunch of normal attacks, and you can easily take off a third of Lucifer's HP!



BOSS





# TREASURES

## TOWER ROOM

**1** SLEEP

## HALLWAY

**2** HI-POTION

## AUDIENCE CHAMBER

**3** DEWEY STICKER

**4** THUNDER

**5** HI-POTION

## FOREST CLEARING

**6** ENCHANTED DOMINION MAP

## WATERSIDE

**7** POTION

## FORBIDDEN MOUNTAIN

**8** ETHER

## GATES

**9** ABSOLUTE ZERO

**10** CURE

**11** BALLOON LETTER

**12** WELLSPRING CRYSTAL

**13** SOOTHING CRYSTAL

## MALEFICENT'S THRONE

**14** HI-POTION

## HALL

**15** MAGNET

**16** CONFETTI STICKER

**17** HI-POTION

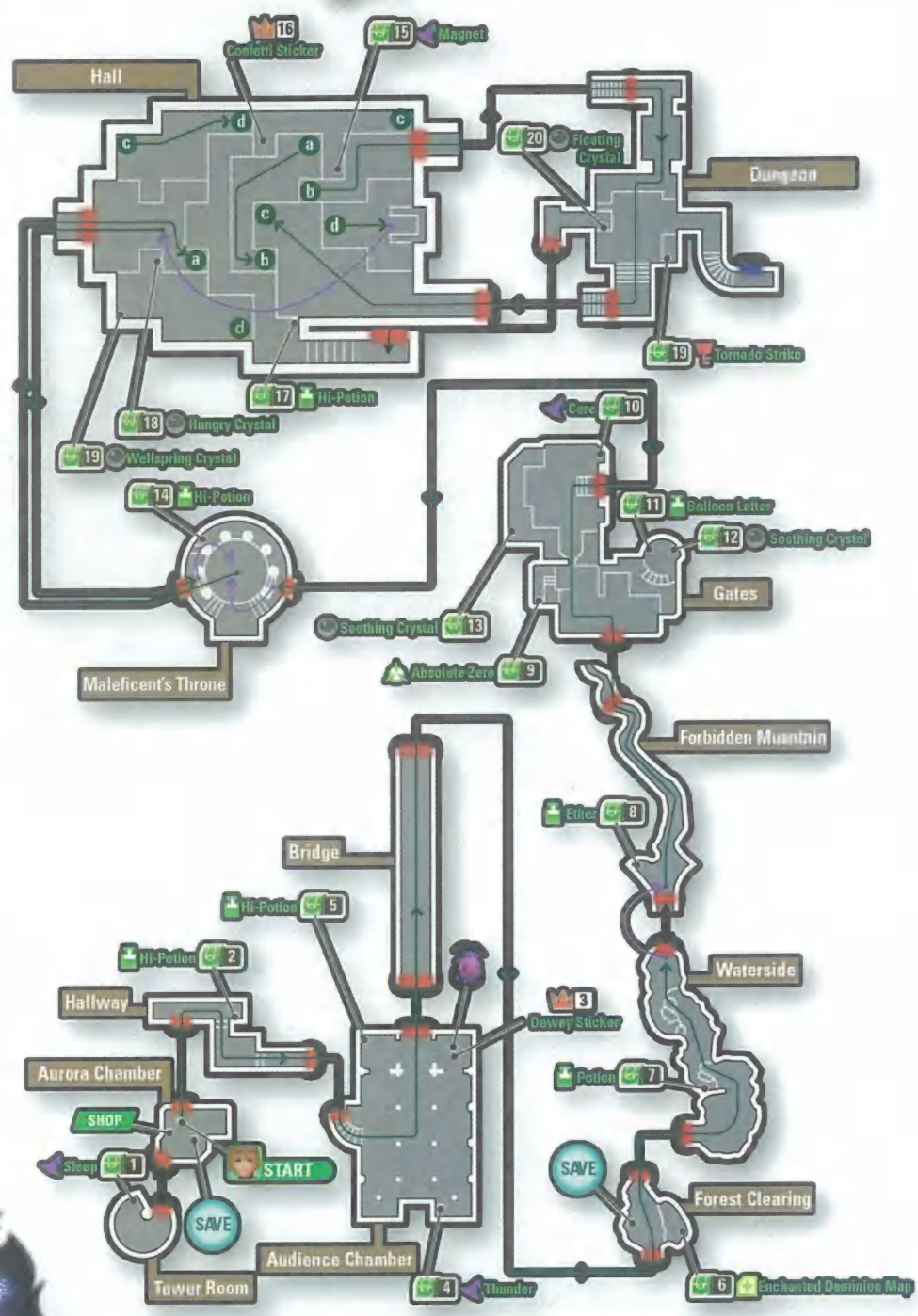
**18** HUNGRY CRYSTAL

**19** WELLSPRING CRYSTAL

## DUNGEON

**20** TORNADO STRIKE

**21** FLEETING CRYSTAL





## ARCHRAVEN

HP	38
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BRUISER

HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	16
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MALEFICENT'S HENCHMAN

HP	16
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	224
EXP	40
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	16
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## THORNBITE

HP	38
EXP	16
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PURSUE MALEFICENT TO THE FORBIDDEN MOUNTAIN

Ventus begins his Enchanted Dominion adventure in the room of Princess Aurora. Use the shop and visit the Tower Room through the large fireplace. Then make your way down the

hall to the Audience Chamber. Players who have visited this area as Terra might be surprised to discover the pack of Prize Pods in the room's southwest corner, where they appear only for Ventus.

Pick up a pair of chests in the Audience Chamber, and ignore the currently inaccessible sticker for now. Continue down the Bridge through the Forest Clearing and the Waterway, stopping to pick up one chest in each of the latter two areas. At the end of the Waterway, one of Ventus's companions opens a path to Maleficent's Forbidden Mountain.

## BREACH MALEFICENT'S DEFENSES

Grab a chest to your left as soon as you enter the Forbidden Mountain, and then run down the path to the gates of Maleficent's castle. There you meet her orc-like henchmen, who wield a spear, a mace, or a bow. The archers are

the most dangerous, as they gladly pelt you from across the map while you're engaged with their comrades. Keep moving to prevent them from getting a good bead on you while you wipe them out in turn.

You can grab treasure chests from both the northeast and southwest corners of the map; the latter contains the

Absolute Zero Shotlock. However, you have to wait until after you complete this mission before you can reach the final three treasures.

The door at the end of the Gates leads to Maleficent's Throne, where you face a small army of her henchmen. New batches of foes join the fight continually. So, as before, you need to keep moving with quick combos and commands to stay ahead of the archers' bows. If you get overwhelmed, fire up a Dimension Link for the HP refill. When you clear away the henchmen, don't miss the chest in the arena's northwest rim.





## CLAIM THE TREASURES OF THE LABYRINTH

At first glance, the castle's Hall seems to be a wide-open area full of chests and shimmering spirals. But the room is, in fact, a maze of invisible walls that appear only when Ventus approaches them. Explore a bit, and you discover that you're trapped in a small area with a blue spiral. Examine the spiral, and it warps you to the room's other blue spiral, which is in the northeast part of the room. From there, you can only walk south to an orange spiral, which takes you to its counterpart near the maze's northeast exit.



The exit takes you to a crumbling dungeon full of Maleficent's guards. If you fall down to the ground floor, there isn't an easy way back up, so avoid stumbling off the thin ledges before you claim the two treasures in this room, along with the three in a section of the Hall accessible through its west door. Once you clear away the guards, use a dash command, such as Sliding Dash, to cross the wide chasm from the eastern ledge's lip to the distant chest with the Tornado Strike command. Dash back, and use a normal jump at the gap on the western ledge to reach a chest with a Fleeting Crystal. Next, proceed through the passage west of that chest to reach a region of the Hall labyrinth that holds three more treasures: one in the first segment, and two in the area connected by the green warp.



## FREE AURORA'S HEART

Once you find the three chests in the southern part of the Hall, return to the Dungeon and jump down to the ground floor. Exit the room to the south to re-enter the Hall from yet another direction. The labyrinth walls guide you to a warp in the northwest that shifts in color from yellow to purple. Examine it when it's purple, and it warps you to the Hall's northeast region. There you find the room's final chest and this world's second sticker, which you can reach with a normal jump.

Warp back and wait for the spiral to turn yellow before you take it for another ride. The next portal is solidly red; it warps you directly to Aurora's Heart. Once you unlock it, you're sent back to the beginning of the Hall. If you claimed all the treasures, you can walk straight through the door back into Maleficent's Throne. If not, you can turn around and use the blue warp to begin another circuit of the Hall and Dungeon areas.





# Maleficent

HP	450
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.5
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	THUNDERBOLT
KEYBLADE	FAIRY STARS

lightning attacks. If she's at her throne, she can target you anywhere in the battlefield. But if she's any lower, you should be safe in the middle of the arena or farther away. This is a good time to pelt her with Shotlock blasts. If you get close, you can attack her directly, but you end up trading blows with her lightning strikes unless you use dash-type commands that keep you in constant motion.

When Maleficent stops in the dead center of the arena, she creates a green energy wave that puts Ventus to sleep for five seconds while she does something nasty, like attacking him or summoning henchmen. Fortunately, as soon as she does stop in the center, the three good fairies create a safe circle somewhere in the arena. Run to it and press the button to jump in. Then press the on-screen buttons as the red fairy orb lights them up. After eight successful presses, the fairies cast a Sleep spell on Maleficent, and you can run up to hit her with the best combo you have. If you can't reach the fairies' safe circle in time, you can also escape Maleficent's wave by leaping over it or jumping onto the arena's rim.

## Escape Maleficent's Deadly Curse

You didn't think Maleficent would just let Ventus walk straight back out of her castle, did you? Fortunately, Ventus's new fairy friends have his back.

Maleficent soars around the battlefield by transforming into what appears to be a swirling cosmos. When she's on the move, dash out of the way until she stops. If she stops on the arena's outer rim, she attempts to pelt you with



VENTUS WALKTHROUGH



BOSS





## RETURN FOR THE FINAL TREASURES

The battle with Maleficent seems to have shaken some of the castle mortar loose. That's good news for you, because you can now return to the Gates area of Maleficent's castle and climb a bridge of rubble up the tower area, where two previously inaccessible treasure chests sit. In the same area's northwest corner, a missing chunk of wall provides a nice handhold from which to pull yourself up and grab a third treasure. All three chests contain fairly common crystals, but you need to grab them to score a complete 100% on the area.





# Masked Boy

HP	550
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING BUT STUN, FREEZE, IGNITE, POISON, SLEEP, ZERO GRAVITY, AND MAGNET
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
POWER-UP	DECK CAPACITY +1
DIMENSION LINK	MICKEY
COMMAND	HIGH JUMP

out combo attacks against the Masked Boy, learn to dash away the instant you see that he's frozen in place and not being knocked back by your hits. This means he has replaced himself with a decoy, and the real Masked Boy is about to strike from above.

The Masked Boy has no resistance against spells like Magnet and Zero Gravity, and it's easy to pound him like a piñata with a Command Deck full of such skills. But with Mickey providing plenty of distraction in the fight's second round, you shouldn't need fancy tricks to land your combos against him. And of course, you can

always blast the Masked Boy with your Shotlock or long-range spells after you dash away from his counterattack.



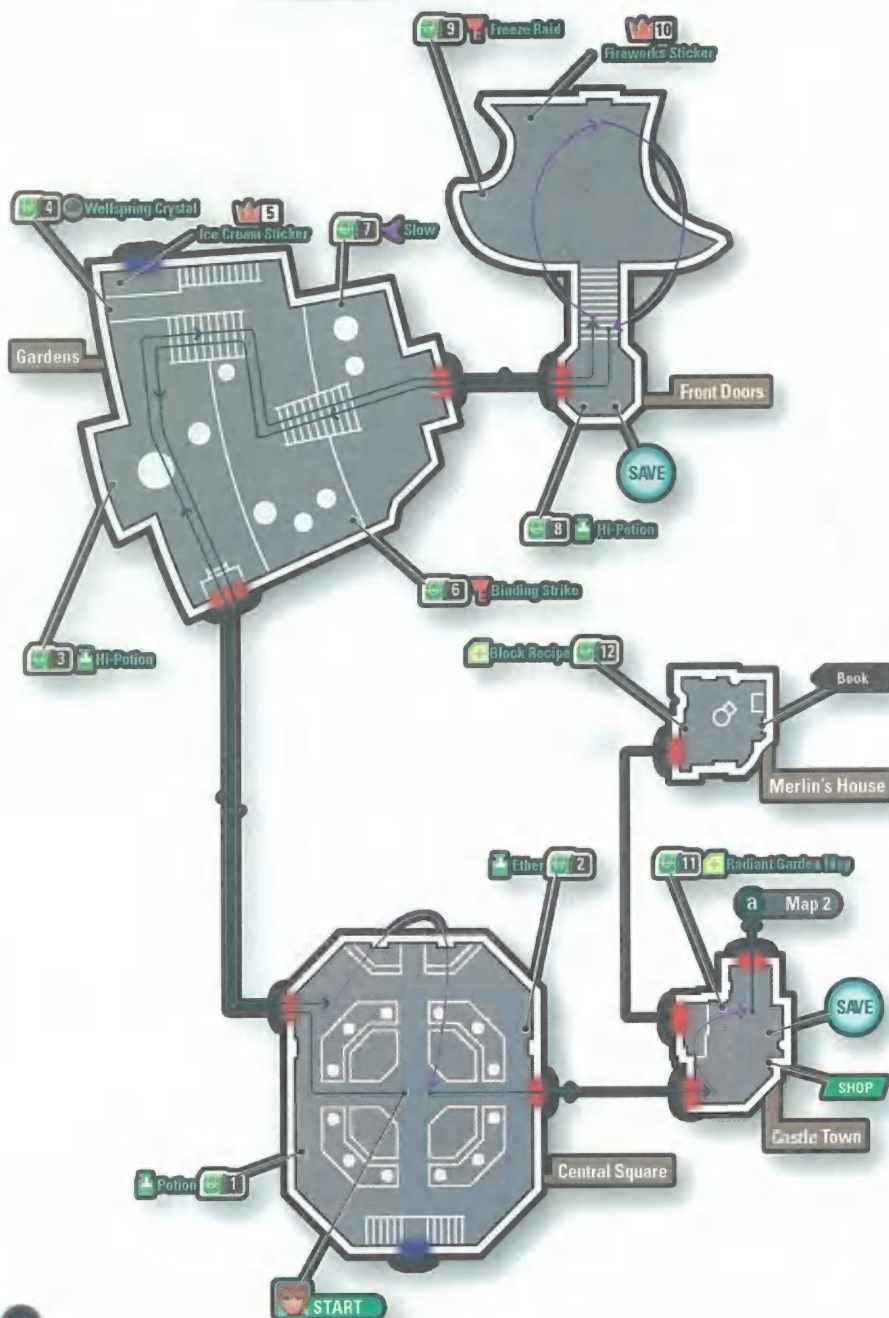
## Face Your Masked Nemesis

After you complete the Enchanted Dominion, you unlock a mysterious new realm. There, the Masked Boy awaits Ventus's arrival with Keyblade in hand. This fight's first round lasts for two minutes, or until either combatant is reduced to 50% of his health. Then Mickey shows up, refills all of Ventus's HP, and joins Ventus on the battlefield as he seeks to finish off his nemesis.

The Masked Boy can be a tricky foe, because he warps out of your combos to reappear on top of you for a quick strike. When you dish



# RADIANT GARDEN



## TREASURES

### CENTRAL SQUARE

1 POTION

2 ETHER

### GARDENS

3 HI-POTION

4 WELLSPRING CRYSTAL

5 ICE CREAM STICKER

6 BINDING STRIKE

7 SLOW

### FRONT DOORS

8 HI-POTION

9 FREEZE RAID

10 FIREWORKS STICKER

### CASTLE TOWN

11 RADIANT GARDEN MAP

### MERLIN'S HOUSE

12 BLOCK RECIPE

### FOUNTAIN COURT

13 HUEY STICKER

14 COUNTER RUSH

### AQUEDUCT

15 PANACEA

16 FIRA

17 HI-POTION

### OUTER GARDENS

18 SOOTHING CRYSTAL

19 PULSING CRYSTAL



## ARCHRAVEN

HP	43
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BLUE SEA SALT

HP	36
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## CHRONO TWISTER

HP	52
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	18
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	43
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZE POD

HP	252
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	18
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	36
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TANK TOPPLER

HP	65
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





## PURSUE MICKEY THROUGH THE GARDEN

You spot many familiar faces when you land at the Radiant Garden. Ventus's first priority is to pursue what appears to be Mickey Mouse. Follow him to the northwest, where you discover the large, three-tiered Garden area. There you find several chests, the first sticker (atop the dead-end stairs at the second floor's north end), and two tricky new varieties of Unversed.

Mandrakes are small, plant-like critters that can fire spinning green sickles from across the battlefield. They can deal steady damage before you even notice their presence. Circle the battlefield as each new batch of Unversed spawns, so you can spot and target the Mandrakes first. The other new Unversed is Tank Topplers, which strongly resemble Bruisers but behave quite differently. As soon as you attack them, they begin to glow, transforming themselves into large, rolling bombs. You can destroy Tank Topplers before they turn into rolling bombs. To defeat them before they change, run behind them and attack the shutoff valve located on their backs. Their bomb form is indestructible, so your only option is to dash away before they can explode. A standard combo typically doesn't deal enough damage to destroy them before they can transform, so use your most powerful deck commands or a combo from a Command Style. Another option is to use immobilizing commands like Magnet, Bind, or Zero Gravity, which can tie up the Tank Topplers long enough for you to finish them off.



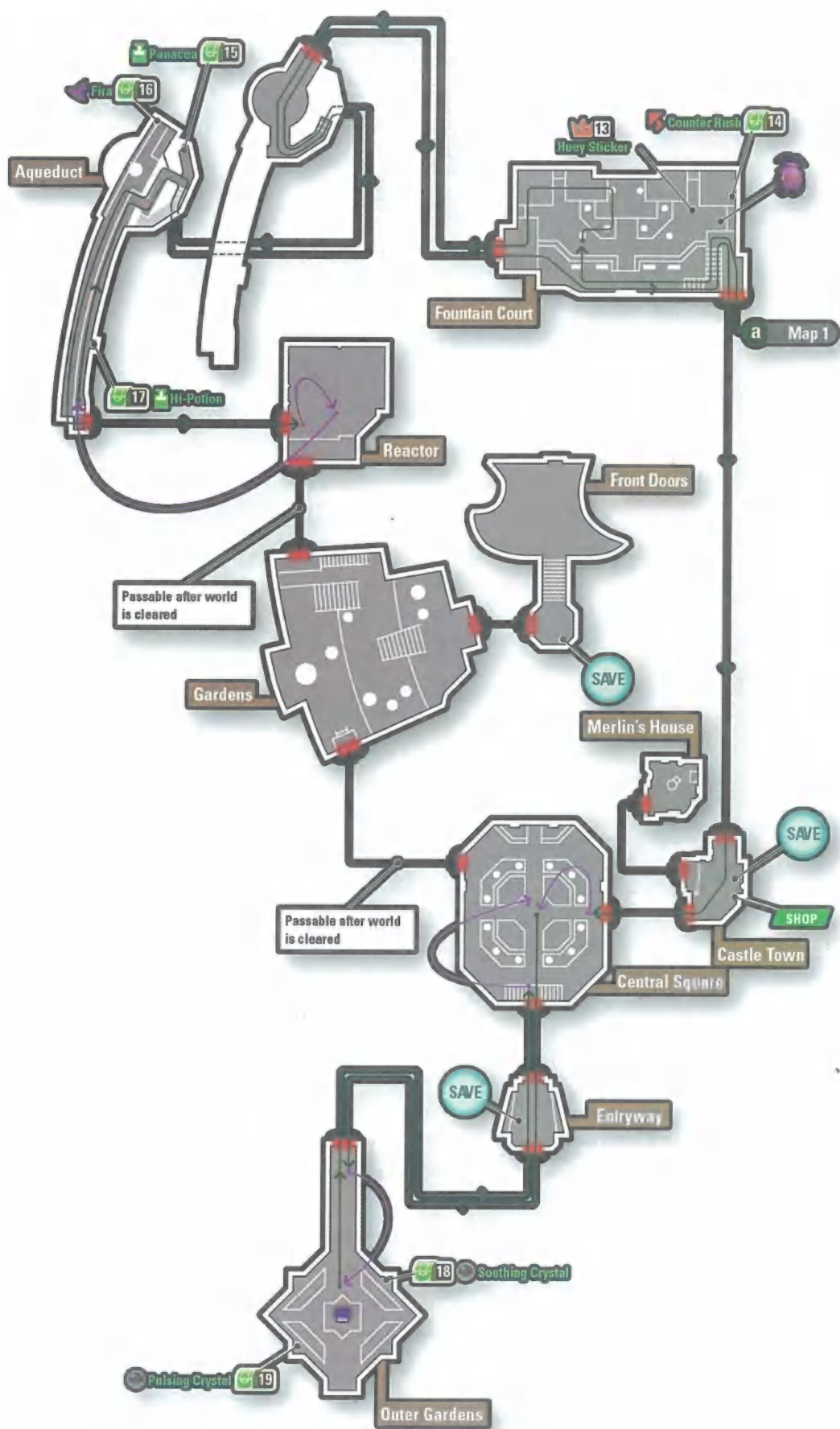
## PRACTICE YOUR HIGH JUMP AT THE FRONT GATES

When you reach the gated compound at the end of the Garden, a pair of guards turns Ventus away. But it isn't a wasted trip, thanks to the pair of treasure chests and the sticker against the compound wall.

Even if you equipped High Jump to your Command Deck, the sticker might seem to be a smidge too high. Like other commands, High Jump gains in power as it levels up, and you need to hit at least level 2 in order to reach the sticker. Even then, you need to swing your Keyblade at the peak of your jump. With plenty of Unversed in the Front Gate area, it shouldn't take long to earn the CP necessary to hit level 2.









## PAY MERLIN A VISIT

Return to the Central Square, where Ventus rescues Scrooge McDuck and receives a set of Disney Town passes as a reward. Next, head east to the Castle Town area and grab the area map out of a chest. Proceed northwest through the wooden door to Merlin's House. Merlin doesn't have a lot to say, but you can grab the Block Recipe out of a chest in his house, and read his copy of *Winnie the Pooh* to unlock a new Command Board.



## RIDE THE FOUNTAINS TO THE AQUEDUCT

The north passage out of Castle Town takes you to the Fountain Court, where you need to make your way to the map's higher levels by leaping onto jets of water that propel you upward. Before you begin your ascent, clear out the Blue Sea Salt Unversed in the map's east side to spawn a pack of Prize Pods...seize their unique treasures.



Ride a series of spouts to the fountain's central platform, where you meet the new Chrono Twister foe. These dangerous Unversed can use spells that set up



Ventus for a barrage of enemy attacks by stopping or slowing time; always make them your top-priority target. You can prevent Chrono Twisters from slowing or stopping time by flipping their hourglasses over before the sand runs out.



The exit to the Aqueduct is to the west, but a sticker and a spectacular treasure wait to the northeast. To reach them, jump down onto the spout to the southeast. This should push you just high enough to grab the ledge above. From here, you can take a flying leap toward the sticker, and grab it by wildly flailing your Keyblade. Make your way back up to the same platform, and leap to the chest, which contains the very useful Counter Rush action command.



Continue through the Aqueduct area, where you face more Mandrakes and pesky Archravens. Heal up and arrange your Command Deck before you step through the passage to the next area, as you finally get a chance to take down the mechanized Unversed that has been causing so much trouble.





# Trinity Armor

HP (EACH PIECE)	800
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	CYCLONE

## Triple-Team the Trinity Armor

You have Terra and Aqua fighting beside you in this fight, but don't expect too much help from them. You have to do most of the heavy lifting yourself.



The boss has three parts, and unlike earlier bosses, you need to destroy them all. You can damage the boss's torso, but you can't finish it off until you first destroy its arms and legs.



Start the battle by pounding the legs with your Shotlock abilities, and then move in to finish them off. Watch out for the Trinity Armor's battlefield-sweeping energy beams—you can use the dash ability to roll directly under the beam without taking damage. Use your dash to get behind the armor, and pound it with close-range attacks.



The Cyclone Command Style is among the prizes you earn at the end of this battle. This is Ventus's first advanced Command Style, which you can trigger only when you're already using a Command Style.

BOSS

## CHASE TERRA TO THE OUTER GARDENS

After you defeat the boss, retrace your steps to the Central Square where you originally landed at the Radiant Garden. Rescue a young Ienzo from the clutches of the Unversed, and

## PRIZES

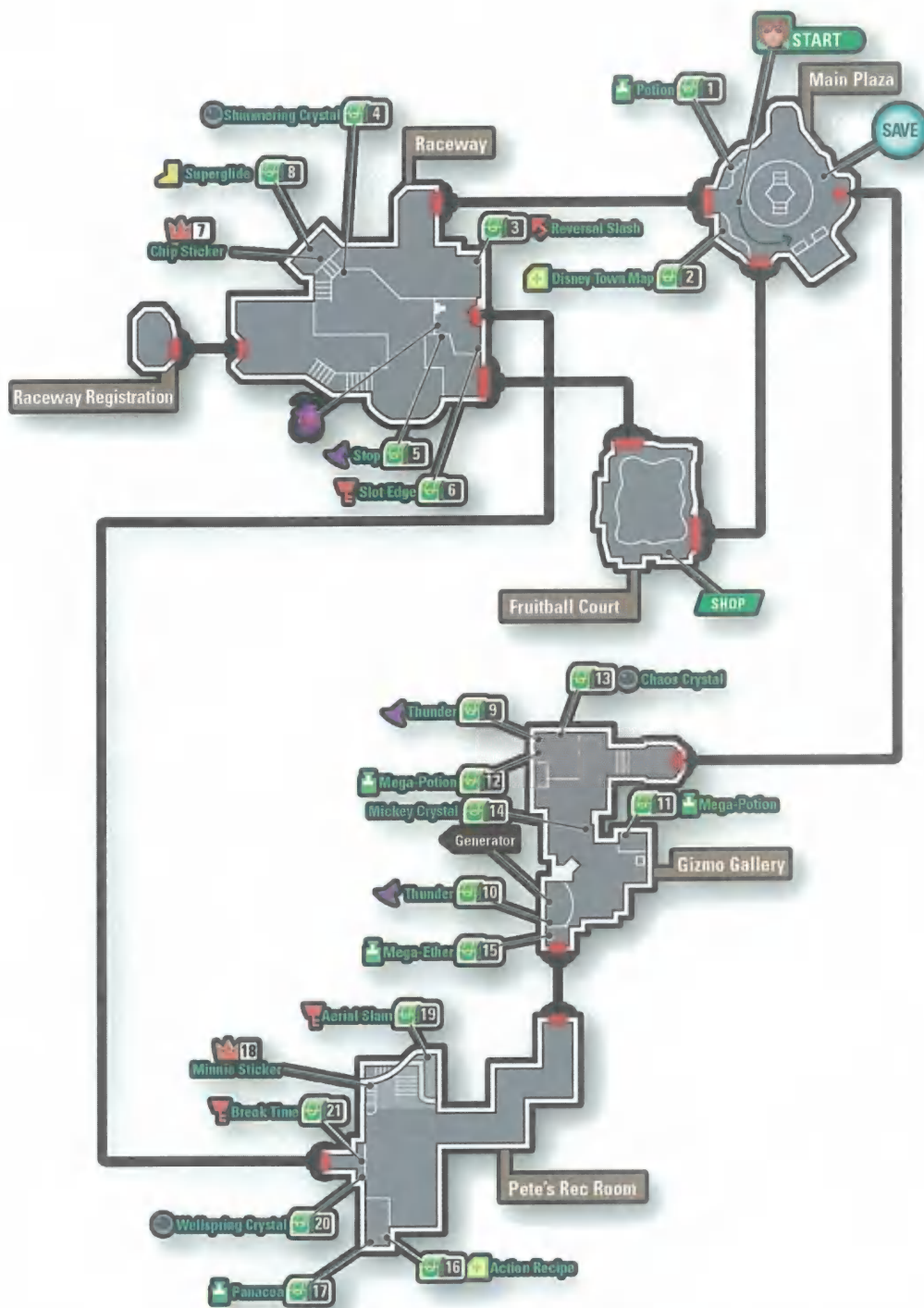
ACTION COMMAND	REVERSAL
KEYBLADE	FROLIC FLAME

then proceed



south through a newly opened gate to the Outer Gardens. There, Ventus meets a brooding Terra and decides to tell Aqua about it. You find her back in the Central Square, but don't leave the Outer Gardens without first claiming this area's final two treasures.





## TREASURES

### MAIN PLAZA

- 1** POTION
- 2** DISNEY TOWN MAP

### RACEWAY

- 3** REVERSAL SLASH
- 4** SHIMMERING CRYSTAL
- 5** STOP
- 6** SLOT EDGE
- 7** CHIP STICKER
- 8** SUPERGLIDE

### GIZMO GALLERY

- 9** THUNDER
- 10** THUNDER
- 11** MEGA-POTION
- 12** MEGA-POTION
- 13** CHAOS CRYSTAL
- 14** MICKEY STICKER
- 15** MEGA-ETHER

### PETE'S REC ROOM

- 16** ACTION RECIPE
- 17** PANACEA
- 18** MINNIE STICKER
- 19** AERIAL SLAM
- 20** WELLSPRING CRYSTAL
- 21** BREAK TIME







### BLUE SEA SALT

HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



### TANK TOPPLER

HP	72
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### BRUISER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### VILE PHIAL

HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



### CHRONO TWISTER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### FLOOD

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



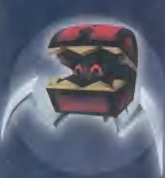
### RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



### SCRAPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### SPIDERCHEST

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FIRE UP THE ICE CREAM CANNON

You arrive in Disney Town's Main Plaza, where you can grab a Potion and the area map from a pair of chests. There are plenty of strange amusements around you, but the only mandatory one is right here in the Main Plaza. Just speak to Minnie Huey, Dewey, Louie, or "Captain Justice" to get started.

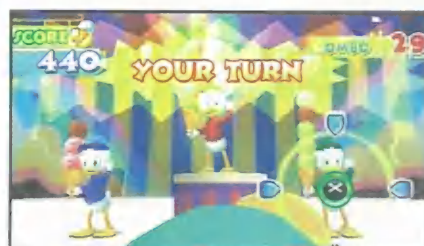
Your goal is to score a ranking of at least "Cool" at Ice Cream Beat, a game in which Ventus sits atop an ice-cream cannon and blasts ice cream onto the ducklings' cones to a predetermined beat.

You must memorize the rhythm of Huey, Dewey, and Louie's clapping, and then replicate it by firing one shot of ice cream to the appropriate duck's cone for each clap. Those with bad rhythm or a bad memory can simply tap the button when the green circles overlap with the outside of the button prompt. You get points for accurately matching the beat, along with bonus points for your highest combo, as well as the height of the ice cream cones at the end

of the game. Don't miss the opportunity to unleash a rapid-fire barrage of ice cream when one of the ducklings starts to stomp his feet...it's a great way to earn easy points and pad out a combo. Just retry until you get a sufficient score, and you find yourself back out in the World Map before you know it.

## PRIZES

COMMAND BOARD DISNEY TOWN





## RETURN TO DISNEY TOWN

Beating one game of Ice Cream Beat is all Ventus needs to do in Disney Town. However, there are plenty of treasures and stickers yet to find, and much more fun to be had from Disney Town's various mini-games. Of course, all of these diversions are strictly optional, so feel free to

skip ahead to the next chapter.



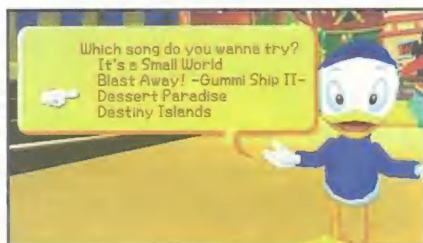
From the Main Plaza, you can head west to visit the Rumble Racing Racetrack, or south to the Fruitball Court. The Main Plaza is also home to a mailbox you can pound on to get the Confetti deck command (used in multiplayer games).

Finally, a shimmering manhole leads down to an underground area where rich treasures await those nimble enough to reach them.

## ANOTHER SCOOP OF ICE CREAM BEAT

Ventus has barely scratched the surface of what Ice Cream Beat has to offer. There are five different songs to challenge, and you can unlock a more difficult version of each with a score of "Cool" or better. To unlock the final song, "Hand in Hand," you must earn a score of "Cool" or better on all the other songs in Master mode. "Fantastic" scores yield prizes of mostly consumable items, like Chaos Crystals and Mega Potions. The big prize is the Frozen Fortune Command Style, which you can win by earning a "Fantastic" score on the Master Mode version of "Dessert Paradise."

But Ice Cream Beat isn't the only thing you can do at Huey, Dewey, and Louie's ice-cream stand. You can use the exotic ingredients you've earned from enemy Prize Pods to create ice-cream cones. You can then use these cones in combat to switch your Command Style automatically. You probably can't make many flavors at this point, but remember to check back as your inventory of ingredients grows.



## BATTLE CAPTAIN JUSTICE ON THE FRUITBALL COURT

The unique Chaos Snake Shotlock awaits any player who can defeat three progressively tougher opponents on the Fruitball Court. Fruitball is a simple game in which players try to knock bouncing fruits into each other's goals. You can jump as normal by pressing the **○** button, swing your Keyblade like a racket via the **✕** button, put some spin on it with the **○** button, or bounce a fruit up for a devastating spike by pressing the **○** button. Against tougher foes like your final opponent, Captain Justice, spike the fruit when their goal is on the ground, and

just clear away fruit with the **○** button when the goal is floating in the air. Use the analog stick to aim your fruit toward the goal whenever you take a swing.



Each fruit behaves differently, with grapes and bunches of bananas breaking

up after they sustain a certain amount of damage. Each individual grape can score a goal, while bananas splinter into banana peels that stun any player who steps on one...you can rotate the analog pad to speed up the stun recovery process. You should always try to spike these dangerous fruits to increase the odds of breaking them up on your opponent's side of the court.

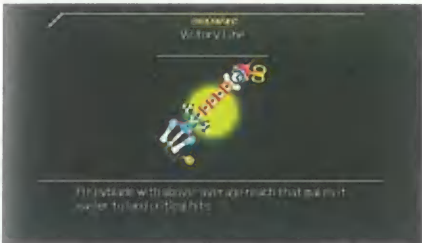






## RUSH TO THE RUMBLE RACING VICTORY LINE

The Racetrack offers five-lap races at four different Rumble Racing courses. When you first arrive, only Country Chase and Disney Drive are playable, but a top-three finish on both courses unlocks the next course, Grand Spree. Score a first-place finish in that, and you unlock the tricky Castle Circuit course.

The first-place prizes for the early courses include a Hi-Potion for Country Chase, Fire Dash for Disney Drive, and Aerora for Grand Spree. But players who conquer the Castle Circuit receive something truly cool for their troubles: the Victory Line Keyblade. It has better stats than your current one, but that isn't be the case for long...if you want to get it, now's the time to do it!



If you're playing for the grand prize, you need to master the proper turning technique. To turn sharply without losing much momentum, press the  button to brake while still holding the accelerator (the  button), and push the analog stick in the direction you want to turn. Once you learn the lay of the track, this technique allows you to avoid walls and obstacles even when racing at maximum speed.

To get a head start on any race, don't press the accelerator until the "1" of the countdown fades, just before the word "Go" appears. You begin the race at full speed, while your opponents are stuck on the starting line.





## GET THE JUICE FLOWING IN THE GIZMO GALLERY

The Main Plaza's shimmering manhole leads to an underground area known as the Gizmo Gallery. There are three chests on the ground floor, but the larger one is a Spiderchest trap... tap its lid, and it springs to life! It still might contain some good stuff, though.

Both of the other chests hold copies of the Thunder command. Could that be some sort of hint? Add both to your Command Deck, and fill it out with any other Thunder-type attacks you can find. Then fire them off against the yellow contraption in the area's southern part. Each hit moves the needle a little more to the right. If you can pound the machine with consecutive Thunder attacks (or trigger the Thunder Bolt Command Style and pound it with your Keyblade), you can get electricity flowing through the room's many gears.



## HUNT FOR TREASURE ON THE GALLERY GEARS

Once the power is flowing in the Gizmo Gallery, hop onto the Mickey Mouse-shaped elevator in the southeast, and leap to the north to grab a chest with a Mega-Potion. Then ride the same elevator up to the gears to the south, jump onto the moving hand, and ride that to the next set of gears to the east. From there, you can reach a pair of chests and a sticker, but you need to time everything very carefully.

To get the sticker, wait until the Mickey Mouse-shaped pusher retracts. Then run (no need to jump) from the gear to the second hand. From the second hand, you need to jump to the third, and then turn to the right and leap for the sticker against the wall. If you're off the mark, swing your Keyblade and you might still be able to grab it. To get the chests in the map's northwest portion, repeat the process, but run and jump across all four hands. Have a dash skill like Fire Dash ready in case you can't reach the fourth hand on time...dashing from the third hand should get you there.

Finally, set off from the same set of gears, leaping across the rolling-pin gizmos in the map's south end to reach the area's final treasure chest, as well as the entrance to Pete's Rec Room.





## TAKE A RIDE IN PETE'S PINBALL MACHINE

Disney Town's final area is a giant pinball machine, with Ventus as the pinball. Climb the stairs to the top, jump down the tube, and leap from the plunger. You bounce off the machine's various bumpers, and when you fall to the bottom, you can press the **■** and **■** buttons to activate the flippers. You can't do much to control Ventus's movement, but you can change his trajectory a bit by leaning in the desired direction. You need to master this to collect all the treasures on this map. Two are in the alcove on the machine's left side; one more chest and a sticker are in the alcove against the right wall, near the machine's top; and one chest is in each of the two alcoves in the center. Initially, bars block the alcove between the four rotating bumpers, but you can lift them by bouncing off each of the four turquoise-shaped bumpers that are marked with a crown. When the door opens, push the analog stick toward the machine's back wall to grab onto the alcove's lip and pull yourself up. Then you can snatch the chest that contains Break Time, a key element to melding an excellent command that deals damage and heals Ventus: Faith.



## LEARN TO FLY ON THE RACETRACK ROOFTOP

The door in the alcove above the bumpers takes Ventus to a rooftop in the Racetrack area. Grab the Slot Edge command from the chest, then stand on the crates and look across to the distant rooftop in the northwest. That's where you find the area's last chest. It contains a very cool Action Skill that lets Ventus soar indefinitely whenever he jumps. You can come back here later to grab it with the normal Glide skill, which you get in Never Land. However, there is a way to get it right now. All you need is a pair of dash skills, such as Sliding Dash or Fire Dash.



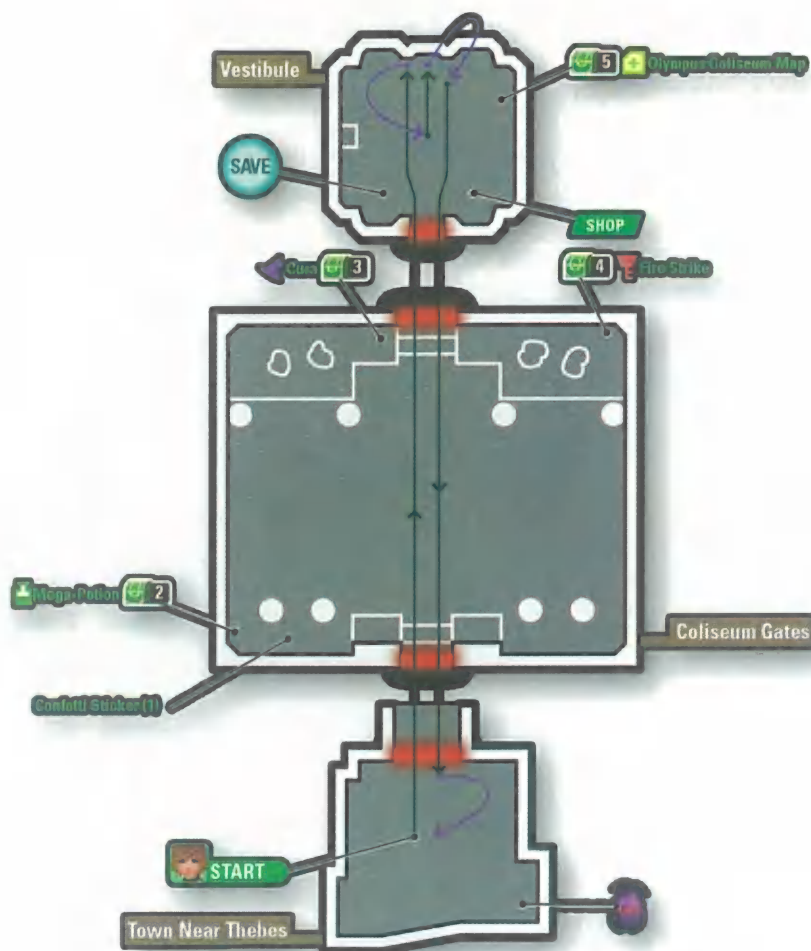
Equip the dash skills to your Command Deck, one on top of the other, and then highlight the lower one. Jump from the top of the boxes and activate the first one, aiming toward the distant rooftop. When you begin to fall, quickly activate the second one, which should now be highlighted. That should be enough thrust to get you all the way across the map. If you fail, you can let the monsters on the street level exterminate you so you can continue from the rooftop.

You're not done quite yet. Get the Superglide command and equip it to your Command Deck. Then leap up and glide (by holding the **○** button) back to the rooftop. Look north from the rooftop to spot the area's last sticker. No need to get fancy; you can grab it with a simple jump-and-swipe.





# OLYMPUS COLISEUM




## TREASURES

### COLISEUM GATES

-  **1** CONFETTI STICKER
-  **2** MEGA-POTION
-  **3** CURA
-  **4** FIRE STRIKE

### VESTIBULE

-  **5** OLYMPUS COLISEUM MAP

## UNVERSED

COMBAT LEVEL **5**

### AXE FLAPPER



HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### BLUE SEA SALT



HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### BRUISER



HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### BUCKLE BRUISER



HP	64
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### CHRONO TWISTER



HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD



HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





### JELLYSHADE

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



### SCRAPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### VILE PHIAL

HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



### YELLOW MUSTARD

HP	48
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75



## FORGE NEW FRIENDSHIPS ON THE BATTLEFIELD

You meet the whole cast of the Olympus Coliseum as soon as you land. Before you know it, you're fighting alongside Hercules and a masked soldier as you cut through several waves of Unversed. A few interesting new foes are in the bunch, including Axe Flappers, who can fire Mandrake-like projectiles while in flight. There are also heavily armored Buckle Bruisers, who can block any attack from the front. In one-on-one combat, you can block Buckle Bruiser attacks and retaliate to leave them open to combos. But with two friends providing distractions, it should be much easier just to slip behind the Buckle Bruisers and attack their unarmored backs. To make things even easier, you can perform powerful co-op attacks with either partner. Fight beside them, and when they're ready to team up, a button prompt (or series of button prompts) appears on your screen.

When the battlefield is clear, head north into the Coliseum's Vestibule. When you pass through the Coliseum Gates, don't miss this area's only sticker, as well as the three treasure chests...one is behind the columns to the left of the door.

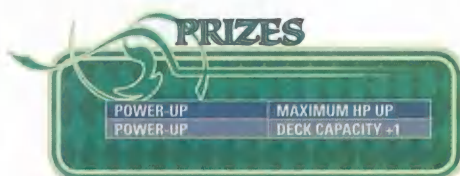




## TRAIN WITH HERCULES

In the Vestibule, agree to join Hercules in a series of training sessions. The objective of this game is to smash as many urns as possible. The first time you play, you only need to smash 15 within 30 seconds, but in the second round, you must smash more urns than Hercules does in order to win.

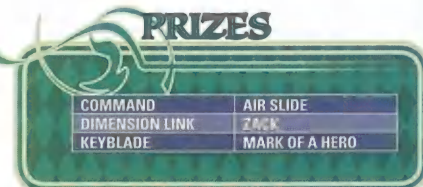
Aim for the larger urns, which are worth more points. Barrels with a star pattern can be knocked away, causing them to explode, destroying urns and potentially stunning Hercules. When you see a barrel without a star pattern, knock it down with your Keyblade, hop onto it, and then roll toward the largest cluster of urns you can find... even big urns can be smashed this way. You can also give Ventus an edge by filling his Command Deck with area-effect spells that allow him to destroy several urns at once.



## ERADICATE THE JELLYSHADE SWARM

While Hercules and his rival fight their way through the Coliseum, Ventus is called upon to protect the town from a sudden Jellyshade swarm. Hercules is hot on his heels, and your co-op Swing Slash attack proves to be an extremely effective way to deal with the weak but numerous Jellyshades. To start it up, press the button near Hercules, rotate the analog stick rapidly, and then press the button to have Hercules turn Ventus into a deadly human missile. The area-effect spells that were so useful in the training session also prove useful here. You don't need to destroy every last Jellyshade; the battle ends after you wipe out a mere 200 or so.

Among this battle's rewards is the Air Slide action command, which allows you to use evasive slides in midair. It's pretty handy, but don't equip it if you already have the vastly superior Superglide from Disney Town. They take separate equip slots, but the effect of Air Slide always overrides Superglide.



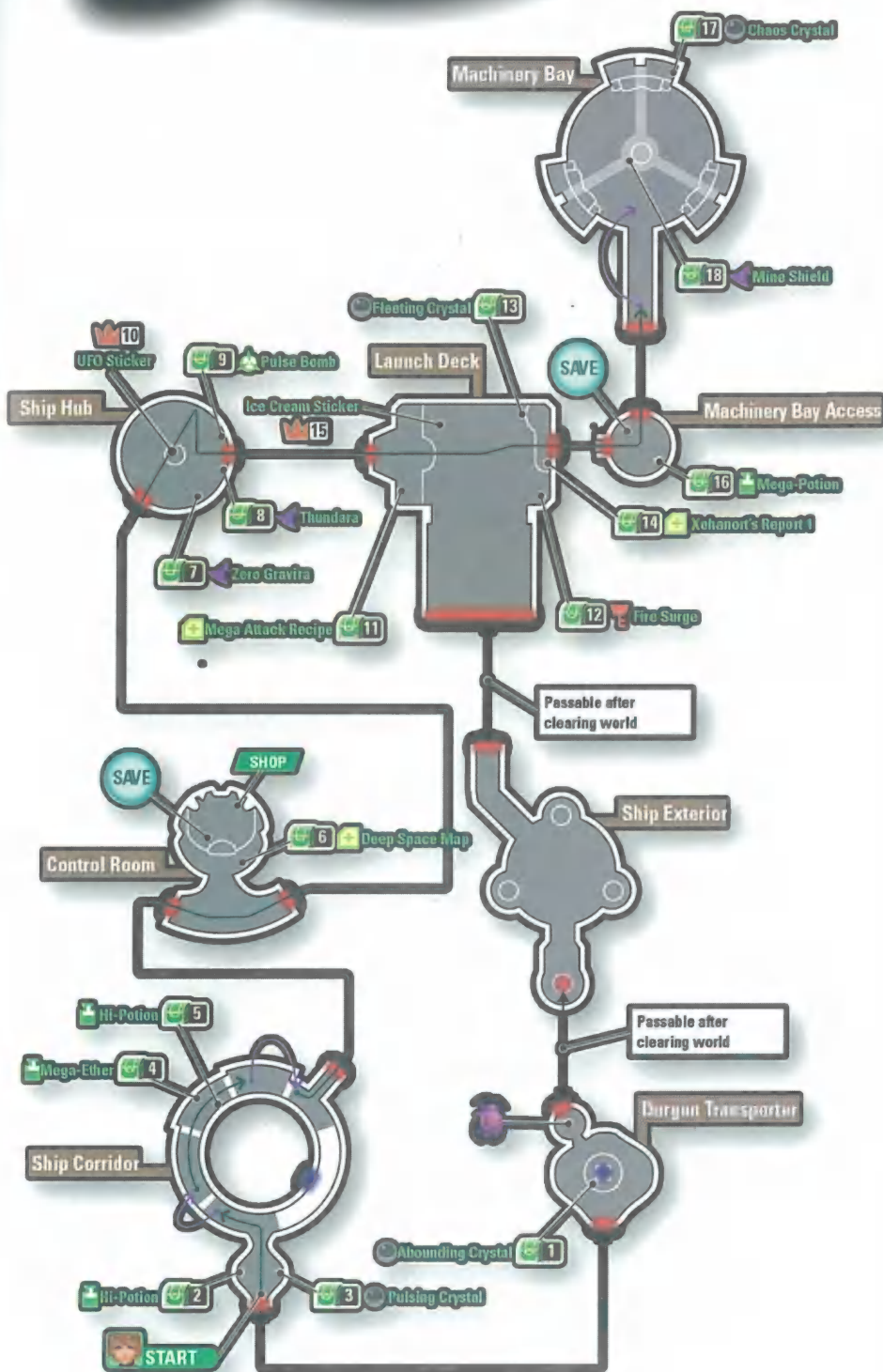
## CHALLENGE HERCULES TO A REMATCH

After you clear this mission, you can immediately return to the Coliseum to face Hercules for a third urn-smashing battle. This one is a lot tougher than the previous two, but the Sonic Blade command makes for a decent reward. You can also now battle Prize Pods for Thundercracker and Nutty Nut items; they appear in the southernmost area's southwest corner.





# DeepSpace



## TREASURES

### DURGUN TRANSPORTER

- 1 ABOUNDING CRYSTAL

### SHIP CORRIDOR

- 2 HI-POTION
- 3 PULSING CRYSTAL
- 4 MEGA-ETHER
- 5 HI-POTION

### CONTROL ROOM

- 6 DEEP SPACE MAP

### SHIP HUB

- 7 ZERO GRAVIRA
- 8 THUNDARA
- 9 PULSE BOMB
- 10 UFO STICKER

### LAUNCH DECK

- 11 MEGA ATTACK RECIPE
- 12 FIRE SURGE
- 13 FLEETING CRYSTAL
- 14 XEHANORT'S REPORT 1
- 15 ICE CREAM STICKER

### MACHINERY BAY ACCESS

- 16 MEGA-POTION

### MACHINERY BAY

- 17 CHAOS CRYSTAL
- 18 MINE SHIELD





## BLOOBMOB

HP	55
EXP	60
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.75
DARK	X 1.0



## PRIZE POD

HP	322
EXP	85
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TANK TOPPLER

HP	63
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BLUE SEA SALT

HP	46
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## SCRAPER

HP	46
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## VILE PHIAL

HP	37
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



## CHRONO TWISTER

HP	69
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SONIC BLASTER

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0



## YELLOW MUSTARD

HP	55
EXP	34
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75



## FLOOD

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## GLIDEWINDER

HP	23
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 2.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	VARIES*

\* Elemental weaknesses and resistances vary by color: red is weak to Blizzard and resistant to Fire; blue is weak to Thunder and resistant to Dark; yellow is weak to Fire and resistant to Thunder.



## JELLYSHADE

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FACE A GIANT UNVERSE IN DEEP SPACE

After he narrowly avoids a midair collision with a giant blob of an Unversed, Ventus must fight the creature from astride his Keyblade Glider. Try to circle behind the creature so you don't have to worry about its flailing arms as you pound its midsection with your button Air Gyre attack. Don't let the huge life bar fool you...the creature should flee after only a few hits.







## SEARCH THE TRANSPORTER ROOM

Begin this mission at the entrance to the Ship Corridor, where a long hallway and several chests beckon you onward. Before you proceed in that direction, turn around and enter the dead-end Transporter Room. You find a chest with an Abounding Crystal, which is the rarest kind, able to unlock powerful EXP abilities like EXP Walker. And, as soon as you slay the local Unversed, the Deep Space pack of Prize Pods spawns in the alcove to the northwest. Surely, that's worth a brief detour.



## SURVIVE THE CORRIDOR SECURITY SYSTEM

As you proceed down the corridor, alarms trigger and barriers slam shut around you. In order to proceed through each segment, you must

wipe out all of the Unversed, including a new type known as Sonic Blasters. These floating security cameras can warp away from



any attack they see coming, so you must slip behind them to score a hit. After you clear a series of these challenges, you're allowed into the Control Room, where you find a save point, a shop, and a chest with the local map.

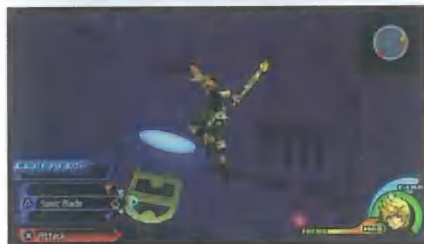




## OVERRIDE THE SHIP'S GRAVITY

You exit the control room to find yourself on the multilevel Ship's Hub. Drop down to the ground floor and clear away the Unversed. Then activate the nearby terminal to sharply reduce the artificial gravity in the room. Ventus can now leap from floor to floor, grabbing a few treasures on the way.

Near the top of the hub, you discover a chest floating in midair. You can't open it until you find the second terminal (across the way on the same floor) and use it to return the gravity to normal. Help yourself to the Pulse Bomb Shotlock, and then reduce the gravity again so you can leap to the very top of the hub and Air Dash or Superglide to a sticker. Find the door to the Launch Deck on the same level.



## DISABLE THE LAUNCH DECK DEFENSES

When you step to either side to explore the Launch Deck, you're met with a blast of turret fire. Lock onto the mounted turrets with your Shotlock, and fire your own blast just before the enemy bullet hits. This should destroy the turret while negating the incoming damage.

You encounter new enemies known as Blobmobs when you drop to the ground floor. Try to lure them toward the southern part of the map so you can fight without interference from another pair of turrets on the north wall. Blobmobs divide into smaller critters when they're slain, but spells that immobilize them, such as Stop and Magnet, prevent them from splitting when they die.



When the floor is clear, approach the north wall and Shotlock the turrets. Collect a pair of chests on the ground floor, and then use the terminal between the turrets to disable the artificial gravity. The crates in the Launch Deck float upward, creating useful platforms to reach the chest on the balcony against the east wall (which contains a can't-miss Xehanort's

Report) and the sticker floating above the room's northwest area. Once you collect the loot, you need to restore normal gravity to unblock the exit to the east. Avail yourself of the save point in the room beyond, as a boss is just ahead.





# Metamorphosis

HP	500
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE AND POISON
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
POWER-UP	DECK CAPACITY +1
DIMENSION LINK	EXPERIMENT 626
KEYBLADE	HYPERDRIVE
COMMAND BOARD	DEEP SPACE

## Save the Ship from Metamorphosis

This time, you face Metamorphosis on foot, and you don't have to do it alone. Experiment 626 is right by your side, blasting Metamorphosis and serving as a projectile with the Astro Strike co-op attack.

Experiment 626's help proves invaluable, as Metamorphosis isn't

just gunning for you...it's trying to take down the whole ship. Whenever it feeds on the glowing white pillar in the room's center, it fills a damage bar in the screen's upper-left corner. When that bar is full, the ship...and Ventus...are destroyed. While it feeds, leap up and strike Metamorphosis with a combo or blast it with your Shotlock. You can also approach Experiment 626, who usually turns into a bouncing ball in this situation, and target Metamorphosis with the Astro Strike co-op attack. If Metamorphosis is too high to reach or target, use the terminal against the outer wall to turn off the gravity. Doing so allows you to leap to the upper floor, where you should have a clear shot at Metamorphosis.



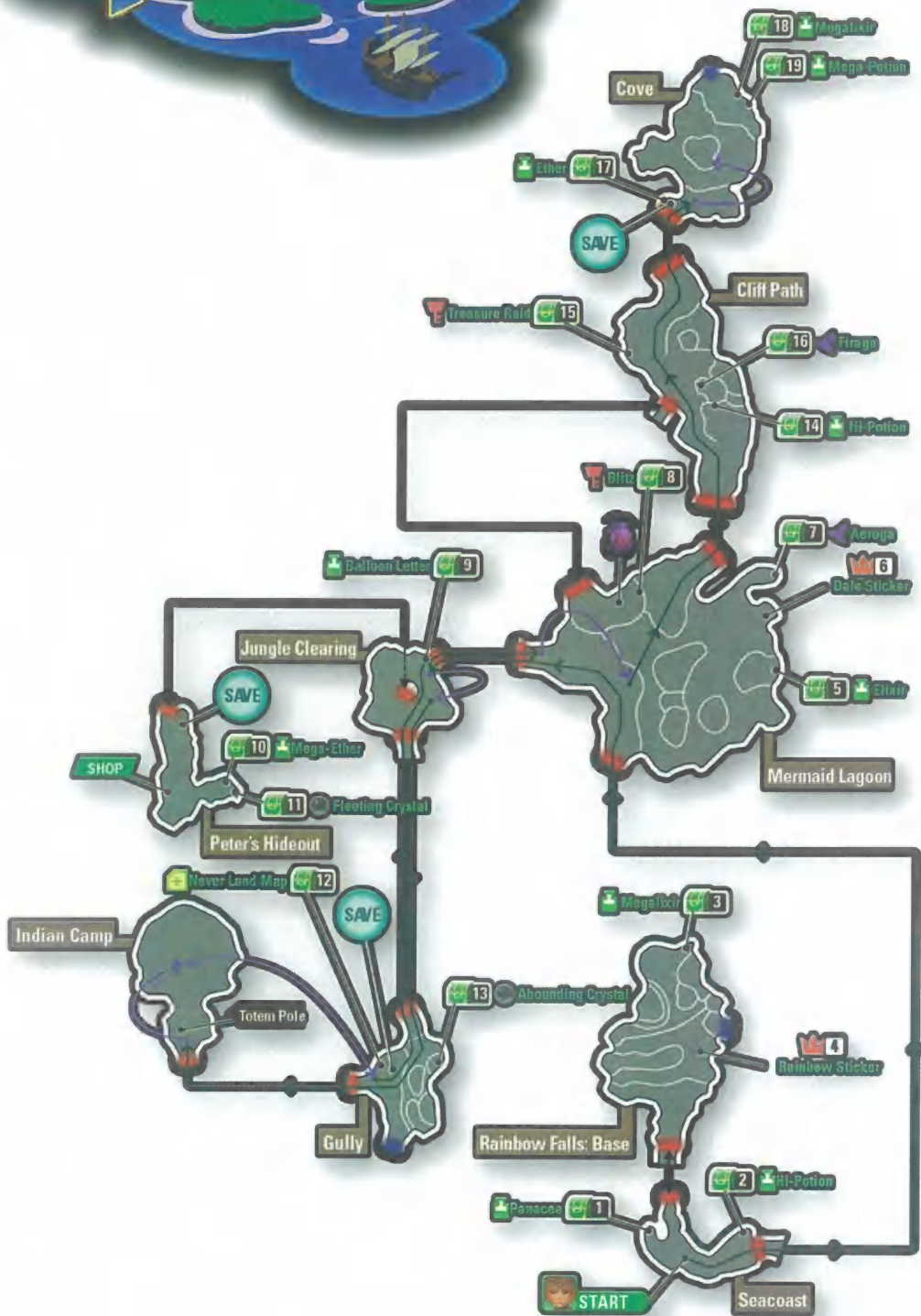
## TIDY UP IN THE MACHINERY BAY

Only 87% Completion? Sounds like we missed something! Return to Deep Space and choose to land in the Machinery Bay Access area. Head west to enter the room where you fought Metamorphosis, and turn down the gravity. Leap up to the room's top level, where you find the area's final two chests.

As long as you're back, you may want to return to the Launch Deck and exit to the south. The route was previously blocked, but you can now enter a small area on the ship's surface where Ventus can pit his Keyblade Glider against a group of enemy Glidewinders. This one's just for fun; it doesn't take you anywhere you haven't been earlier, and there are no rewards to mention.







## TREASURES

### SEACOAST

1 PANACEA

2 HI-POTION

### RAINBOW FALLS: BASE

3 MEGALIXIR

4 RAINBOW STICKER

### MERMAID LAGOON

5 ELIXIR

6 DALE STICKER

7 AEROGA

8 BLITZ

### JUNGLE CLEARING

9 BALLOON LETTER

### PETER'S HIDEOUT

10 MEGA-ETHER

11 FLEETING CRYSTAL

### GULLY

12 NEVER LAND MAP

13 ABOUNDING CRYSTAL

### CLIFF PATH

14 HI-POTION

15 TREASURE RAID

16 FRAGA

### COVE

17 ETHER

18 MEGALIXIR

19 MEGA-POTION



## FLOOD

HP	27
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## JELLYSHADE

HP	27
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	64
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZE POD

HP	371
EXP	125
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SCRAPPER

HP	53
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TRIPLE WRECKER

HP	74
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

\* Elemental weaknesses and resistances vary by the color of the central component: red is weak to Blizzard and resistant to Fire; blue is weak to Fire and resistant to Blizzard; yellow is resistant to Thunder.

## VILE PHIAL

HP	42
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

## WILD BRUISER

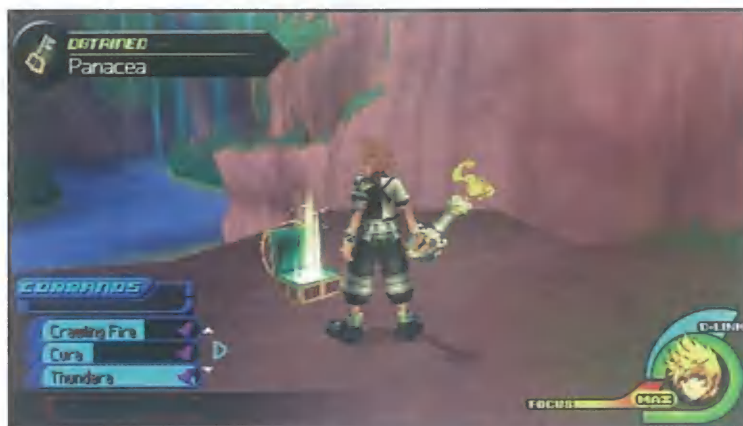
HP	106
EXP	63
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 1.0

## YELLOW MUSTARD

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

## SEE THE SIGHTS AT RAINBOW FALLS

Ventus meets Tinker Bell and The Lost Boys immediately upon his arrival in Never Land. They beckon him east, toward the Indian Camp, but you should first turn around and explore the dead-end Rainbow Falls area to the west. Grab a treasure chest from the Seacoast's southwest fork, and then take the northwest fork to the base of the falls.



Only one real chest is in the area, behind the cliffs at the opposite end of the map. The one out in the open is a Spiderchest. A sticker is also here; you can



reach it by leaping from the higher of the two land strips in the map's center and using Superglide or a two-stage Air Slide.



## EXPLORE THE REEFS OF MERMAID LAGOON

The path east from your starting point takes you to the crystal blue waters of Mermaid Lagoon. The shooting star is to the west, but those who take a few moments to explore the reefs in the east earn a pair of treasures and a sticker for their troubles. The sticker is directly above the water, but you can't jump to it from within the sea, so you need to start an Air Slide or Superglide from the island to the south. One more treasure is on this map, on a steep bluff to the north, but there's no way to reach it from here.



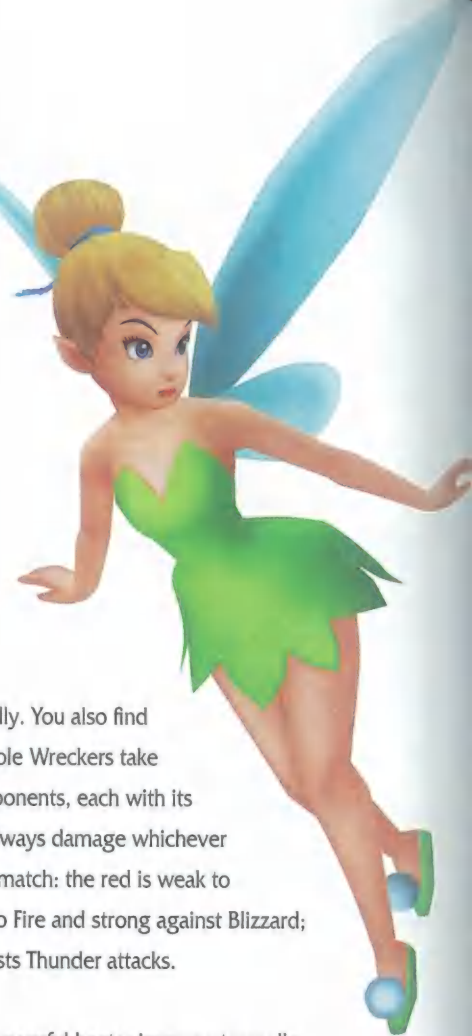
## HELP TINKER BELL FIND THE SHOOTING STAR

At the Jungle Clearing west of Mermaid Lagoon, The Lost Boys join Peter Pan in a quest for pirate treasure, leaving Ventus and Tinker Bell to search for the shooting star alone. It fell to the southwest, but before you resume the search, examine the tree in the center of the clearing to discover The Lost Boys' hideout. It hosts a pair of chests, a shop, and a save point. If you haven't yet purchased Stun Block at the shop, you should do so in anticipation of the boss fight ahead.



You find the star in the Indian Camp east of the Gully. You also find an Unversed ambush full of powerful new foes. Triple Wreckers take the form of a totem pole with three different components, each with its own elemental weaknesses and resistances. You always damage whichever component is in the middle, so use commands to match: the red is weak to Blizzard and strong against Fire; the blue is weak to Fire and strong against Blizzard; and the yellow has no particular weakness but resists Thunder attacks.

The second new foe is the mighty Wild Bruiser, a powerful beater immune to spells in the Zero Gravity and Magnet series. They spawn in large groups, and while you fight one of them, the others target you with powerful long-range attacks. Do as much damage as you can with your Shotlock before you switch to quick-striking commands that make it difficult for them to target you. Note that, like many foes in the area, Wild Bruisers are resistant to Thunder attacks. You might want to swap those out of your deck for the duration of this world.





## WIN THE BLESSING OF THE TOTEM POLE

After the event scene, return to the Indian Camp and leap onto the trampoline by the totem pole. At the peak of your jump, use an air combo against the totem pole. This should propel you a little higher, allowing you to use an air combo on the next segment. Repeat this until you reach the head at the top of the pole. The head coughs up the Thundaga command when you strike it with a combo attack.



## GLIDE TO HIDDEN LOOT ON THE CLIFF PATH

You meet Peter Pan at Mermaid Lagoon, and he has Tinker Bell sprinkle you with pixie dust. This gives Ventus the Glide command, which is a step up if you're using Air Slide. However, it's not much use for those who snagged Superglide in Disney Town.

Use your flying skill of choice to soar from the central island to the north exit, which leads you to the Cliff Path. Here you face the usual local Unversed while you're peppered with cannon fire from Hook's ship. Try to fight with a pillar of rock between you and the ship whenever you can.

At times, the cannons actually come in handy, blowing away the piles of brown boulders that block the path and,

in the northwest, completely cover the chest that holds the Treasure Raid command. If the cannons don't cooperate, you can clear away the boulders with a full combo.



Climb to the top of the pillar in the map's northern area, and glide south from there to the pillar with a treasure chest. You can also glide east to the top of a palm tree. This tree marks the entrance to a cave that takes you to the previously inaccessible ledge at the northern part of Mermaid Lagoon.

Tread carefully as you approach the chest with the Blitz command. If an enemy knocks you off, you have to do the whole thing again. If you stay on your feet and clear out all the other foes, you're rewarded with a pack of Prize Pods.







# Captain Hook

HP	700
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO MINI, DEATH EFFECTS, MAGNET AND WARP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	DECK CAPACITY +1
DIMENSION LINK	PETER PAN
KEYBLADE	PIXIE PETAL
COMMAND BOARD	NEVER LAND

## Feed Captain Hook to the Crocodile

Captain Hook is a skilled swordsman, so if you think you can walk up and start swinging your Keyblade at him, you're in for a rude awakening. Captain Hook can block nearly anything you dish out when you attack him head-on. Fortunately, Ventus can block all of Hook's attacks too... and if you have the Stun Block command equipped, every successful block leaves Hook open to a painful retaliatory combo. The big exception is when he throws a bunch of exploding presents...you should dash away from those.

There are a few interesting things about this fight: Captain Hook is vulnerable to nearly every status condition in the game. Any Fire spell works great during this battle. Spells

with Stop and Freeze effects don't succeed every time, but there's a good chance they can immobilize him long enough for you to use a healing spell and get behind him for a long combo.

Another interesting twist is the crocodile that circles the water. It will attack Ventus if he near it in the water. The crocodile can take a fair amount of health from Ventus, and it can't be destroyed, so avoid it at all times. When you use commands and dashes to slip around Hook, try to attack from whichever side pushes him closer to the water. When he tries to regain his balance on the ledge, use your Keyblade to knock him into the drink. The croc delivers a bit of extra damage, and when he spits Hook back to the battlefield, it's easy for Ventus to slip behind him and fire up the next combo attack.






# Mysterious Tower

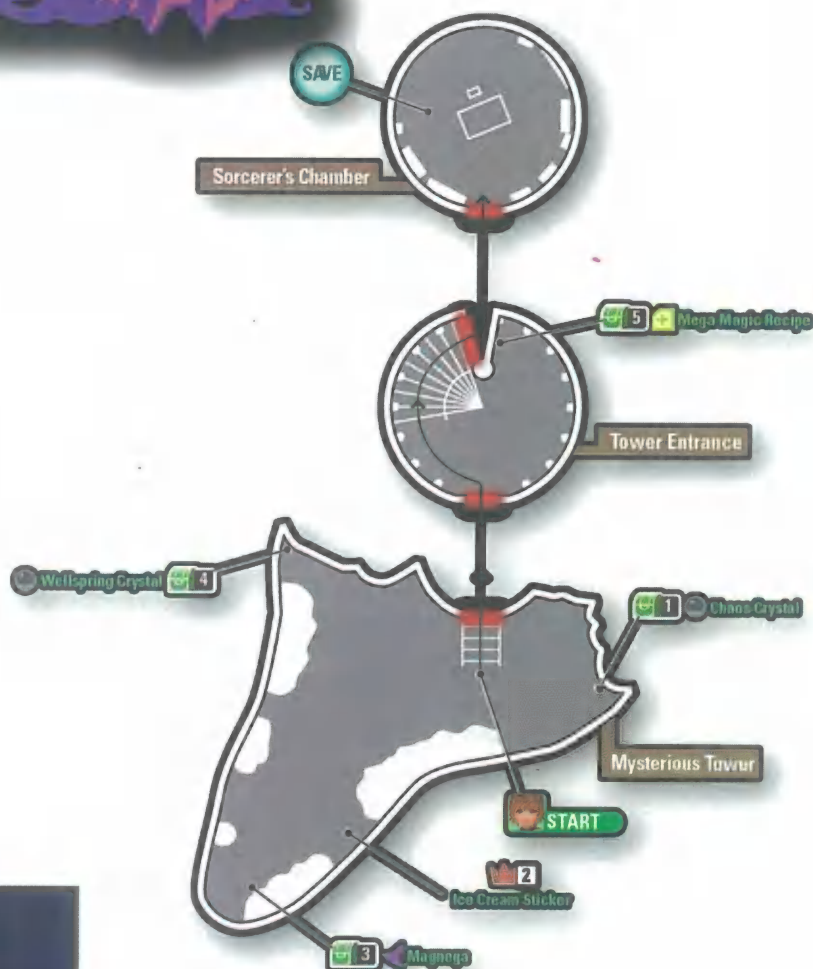
## TREASURES

### MYSTERIOUS TOWER

-  **1** CHAOS CRYSTAL
-  **2** ICE CREAM STICKER
-  **3** MAGNEGA
-  **4** WELLSPRING CRYSTAL

### TOWER ENTRANCE

-  **5** MEGA MAGIC RECIPE



## UNIVERSED

COMBAT LEVEL **6**

### BLUE SEA SALT

HP	46
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### BRUISER

HP	69
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### HARERAISER

HP	46
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SCRAPPER

HP	46
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TAKE AN UNPLANNED DETOUR TO THE MYSTERIOUS TOWER

After you defeat Captain Hook, a series of events ends with Ventus awakening at the Mysterious Tower. Scour the grounds for treasures and a very easy sticker. Then follow Donald and Goofy inside to speak with Mickey's mentor, Yen Sid. He gives you a clue to Mickey's whereabouts, and Donald and Goofy eagerly join the expedition to find him.

### PRIZES

DIMENSION LINK	GOOFY
DIMENSION LINK	DONALD



## PURSUE THE TRUTH ABOUT VENTUS

The general terrain of Yen Sid's vision looked a lot like the Badlands where Ventus and Mickey fought Vanitus. Return to the Badlands now, and you trigger a long string of events that takes you to the Land of Departure and Destiny Islands before returning you to the World Map. There are no battles to fight, so just sit back and watch the show.

### PRIZES

KEYBLADE	LOST MEMORY
ITEM	XEHANORT'S REPORT



## TAKE CARE OF UNFINISHED BUSINESS

Before you return to the Badlands for the final battle, you may want to return to Never Land to pick up those last two chests in the Cove area where you fought Hook. Now is also a good time to take care of any other unfinished business you may have, like claiming that last sticker from the Enchanted Dominion castle. You need to Glide or Superglide from the top of the staircase to get it.

If you want to level up for the challenges ahead, be sure to spend some time at the Mirage Arena, even if you're playing solo. The combat challenges are a good way to earn EXP and CP, and the prizes include permanent HP boosts and the ultimate Shotlock: Multivortex.







# KEYBLADE GRAVEYARD

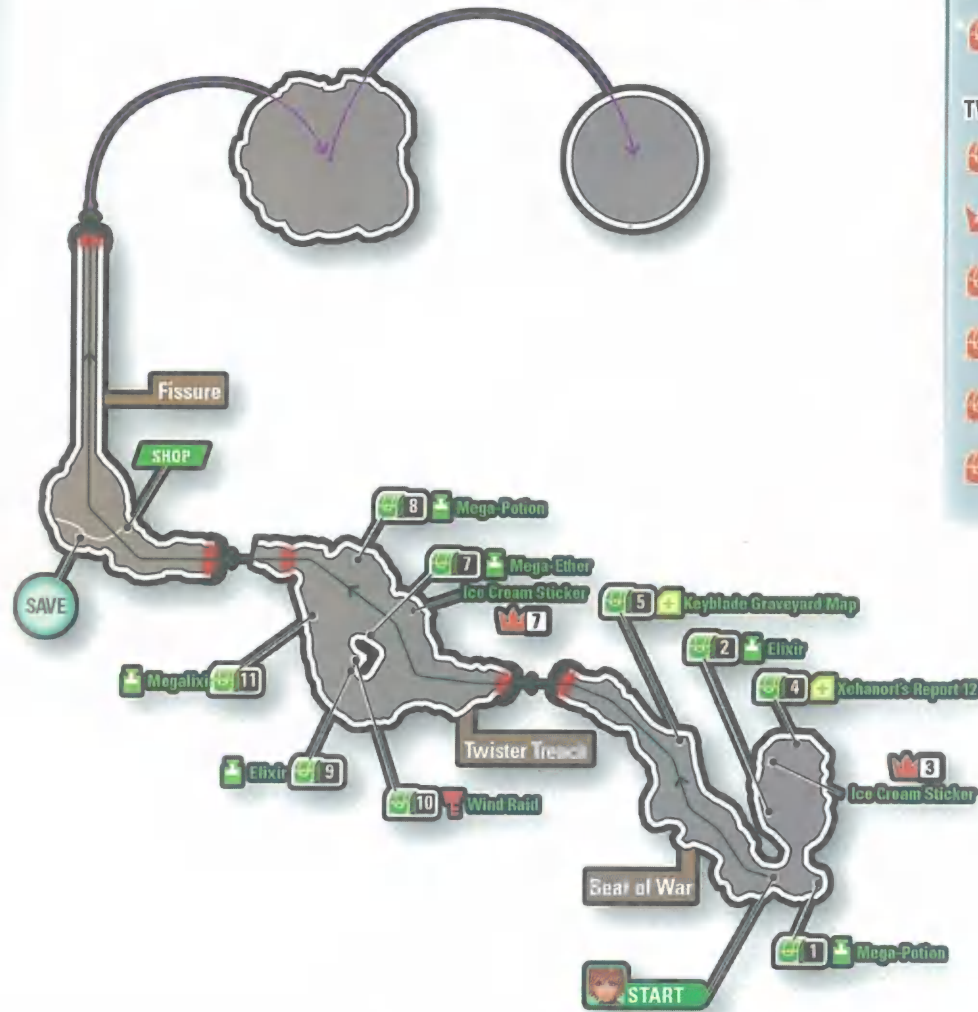
## TREASURES

### SEAT OF WAR

-  **1** MEGA-POTION
-  **2** ELIXIR
-  **3** ICE CREAM STICKER
-  **4** XEHANORT'S REPORT 12
-  **5** KEYBLADE GRAVEYARD MAP

### TWISTER TRENCH

-  **6** MEGA-ETHER
-  **7** ICE CREAM STICKER
-  **8** MEGA-POTION
-  **9** ELIXIR
-  **10** WIND RAID
-  **11** MEGALIXIR



## RUN THE TWISTER TRENCH GAUNTLET

Return to the Badlands, which is now labeled with its proper name: Keyblade Graveyard. Scoop up the three chests and the easy sticker in the Seat of War landing spot, then continue down the path to Twister Trench.

Fast-moving tornadoes sweep this wide gulch, each of which sweeps you into a special battlefield for a multi-round fight with unusually large and powerful Unversed. These battles present a great opportunity to level up your stats and abilities, but they can be quite dangerous. If you want to use these battles to gain more EXP, you must leave the world to get the tornadoes to re-spawn once they have all been destroyed. Watch for the Mandrakes' spinning green blades, which inflict a ton of damage and can hit you from all directions in the wide-open battlefields. Use the dash ability to charge through these blades without taking damage. Move quickly to slay all the Mandrakes.





## BLUE SEA SALT

HP	61
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## BRUISER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BUCKET BRUISER

HP	98
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CHRONO TWISTER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## FLOOD

HP	31
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## HARERAISER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## MANDRAKE

HP	73
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0



## RED HOT CHILI

HP	31
EXP	24
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



## SCRAPER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SHOTGAZER

HP	61
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SONIC BLASTER

HP	79
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0



## TANK TOPPLER

HP	110
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TRIPLE WRECKER

HP	85
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0



## VILE PHIAL

HP	49
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



## YELLOW MUSTARD

HP	73
EXP	96
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75



\* Elemental weaknesses and resistances vary by the color of the central component: red is weak to Blizzard and resistant to Fire; blue is weak to Fire and resistant to Blizzard; yellow is resistant to Thunder.





Five chests are in the Twister Trench, as well as the final sticker, which you can reach with an easy High Jump against the northeast wall.

On the other side of the trench, you find a shop and a save point. This is your last opportunity to juggle your Command Deck and save your game before the string of final boss fights begins. Make sure you equip plenty of restorative spells and items, such as Curaga, Megalixir, and Mega-Potion. Two excellent spells not only attack enemies but also heal Ventus: Faith and Salvation. To gain the spell Faith, meld the spells Wind Raid and Break Time. To gain the spell Salvation, meld the spells Wind Raid and Curaga.





# Vanitas

HP	600
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP      MAXIMUM HP UP

by Vanitas gives you an opportunity to deal damage with your Shotlock if you can time it right. One of the best ways to fight Vanitas when he rides the wave of Keyblades around the battlefield, and stop him from using this attack, is to use a few Mine spells.

When Vanitas fights on foot, stay close so he can't use his annoying and difficult-to-dodge projectile attacks. Be ready to block his incoming strikes, and retaliate with a combo of your own. Alternatively, use high-mobility, multi-stage combo commands, like Time Splicer, to follow his erratic movements with a swinging Keyblade.

## Destroy the Body of Vanitas

Ventus faces Vanitas alone in the final battle's first round. Vanitas still knows most of the tricks he used against you in your last fight, but he has several new ones as well. One is to ride the wave of Keyblades around the battlefield, firing powerful projectile attacks. You can dodge indefinitely by using the Glide or Superglide commands. However, this move



BOSS

KEYBLADE GRAVEYARD



# Vanitas

HP	700
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## Destroy the Spirit of Vanitas

Vanitas typically begins this battle with a Shotlock-style multi-projectile attack. Answer this with a Shotlock of your own. Execute the move when Vanitas's projectiles are about to make contact to exploit the brief window of invulnerability provided by your attack.

## PRIZES

ITEM	XEHANORT'S REPORT 10
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Vanitas has an entirely new assortment of moves, many of which are completely unblockable.

It can be difficult to track what's happening amidst this battle's visual chaos, so forget block-and-retaliate tactics and focus on dashing and gliding to evade Vanitas's attacks.

Unleash combos of your own—Time Splicer and Mine commands continue to be fantastic here—and use Shotlock barrages when you sense an opening. Vanitas has trouble warping away from area-effect spells, such as Faith and Salvation, and they do double duty by refilling HP.



Just when it seems you have Vanitas on the ropes, something strange happens. The battlefield explodes, and Vanitas forces himself upon Ventus as a Dimension Link. Now you're floating in space, restricted to Vanitas's moves, such as Dark Spiral and Dark Splicer. Whenever you execute certain attack chains on Vanitas, the camera switches to a side view, and you have to follow button or analog stick prompts to push Vanitas off the screen. If you win this exchange, your Command Gauge charges. If you lose, Ventus takes damage.

Don't be frustrated if you can't get damage through; that's just the way this scene works. Your goal is to fully charge your Command Gauge so you can unleash Vanitas's "Last Word" Finish command...that's the only move that can end this fight.



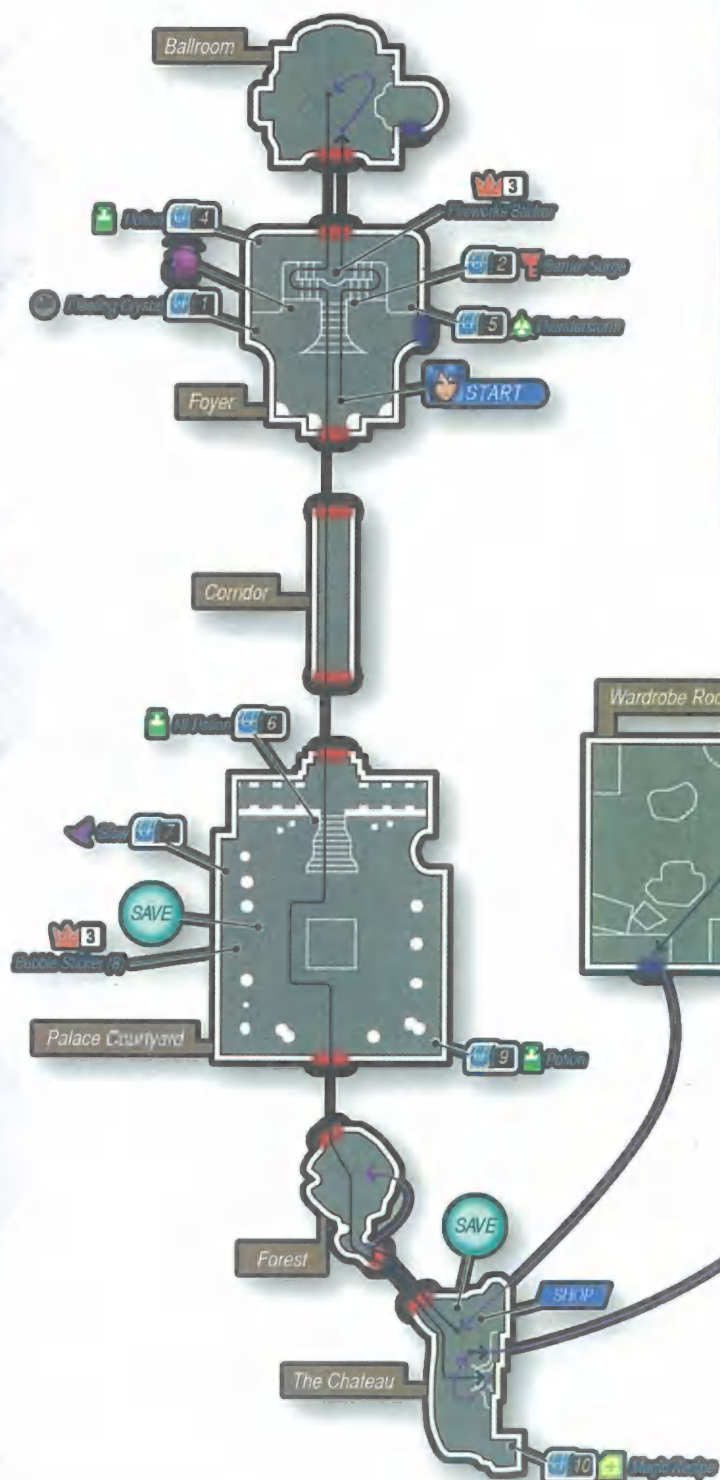


# AQUA

WALKTHROUGH



# Castle of Dreams



## TREASURES

### FOYER

-  **1** FLEETING CRYSTAL
-  **2** BARRIER SURGE
-  **3** FIREWORKS STICKER
-  **4** POTION
-  **5** THUNDERSTORM

### PALACE COURTYARD

-  **6** HI-POTION
-  **7** SLOW
-  **8** BUBBLE STICKER
-  **9** POTION

### CHATEAU

-  **10** MAGIC RECIPE



## BRUISER

HP	45
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	15
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HAREKAISER

HP	30
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	210
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	15
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	30
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SHOEGAZER

HP	21
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	45
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## THORNBITE

HP	36
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

you can find the even better Ragnarok Shotlock on the Land of Departure Command Board). Don't miss Aqua's first sticker, which sits between the stairs at the top of the foyer. A simple jump is enough to grab it.

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	SPELLWEAVER
DIMENSION LINK	VENTUS
DIMENSION LINK	TERRA
COMMAND BOARD	LAND OF DEPARTURE



## HONE YOUR SKILLS IN THE OUTSKIRTS OF THE PALACE

Enter the second-floor Ballroom to speak to the Prince. You obtain the map after viewing the event. Then set off for the chateau that is due south of the castle, pausing to save your game and grab another three chests and a second sticker in the Palace Courtyard. This sticker is a little too high to reach with a jump alone, so leap up and swing your Keyblade when you're directly beneath it. If you have trouble reaching it with the Keyblade, you can always come back later when you gain a higher jump.

## EARN YOUR MARK OF MASTERY

Aqua's quest begins at her Mark of Mastery exam, where she, Terra, and Ventus have to demonstrate their combat skills against several Orbs of Light. Use your Shotlock to wipe out the first batch of Orbs; hold the and buttons to pull up a crosshairs, lock onto your targets, and press the button to execute. Then use your basic attack combos and deck commands against the stragglers. Aqua alone emerges from the test as a true Keyblade Master, and she doesn't have to wait long to receive her first mission from Master Eraqus.



## MEET WITH TERRA IN THE CASTLE OF DREAMS

Aqua's first destination is the Castle of Dreams, where she arrives in the ballroom Foyer just as Terra is leaving. After parting ways, collect the four treasure chests in the room and put your newly acquired commands to immediate use. Barrier Surge makes a fine replacement for Quick Blitz, which you've already mastered, and the Thunderstorm Shotlock is a big improvement over Aqua's default Shotlock (although



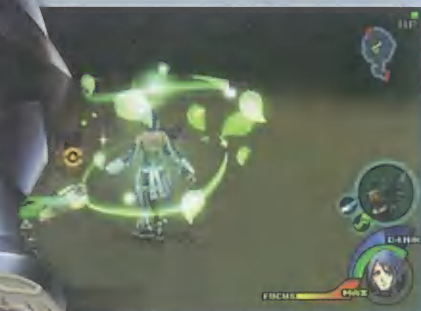


Aqua is quite a bit weaker than Terra and Ventus, so you may want to spend some time in the Palace Courtyard and Forest areas trying to level up Aqua, her abilities, and her Dimension Links. While other characters had the option to Dimension Link with Aqua to access her healing abilities, Aqua herself doesn't yet have any recovery spells, and neither do any of her Dimension Link partners. To rectify this, it's a good idea to Dimension Link continuously with Ventus until you get his second emblem, which unlocks his Cura ability.

There are no treasure chests in the Forest area, so if you see one, expect to battle a Spiderchest. You needn't open the lid at all, but battling Spiderchests is a good way to earn items and EXP early in the game.




## PRIZES

ITEM CASTLE OF DREAMS MAP



## PAY A VISIT TO LADY TREMAINE

You find the chateau just past the Forest, but you won't be getting in through the front door. As soon as you reach for the knob, Cinderella's Fairy Godmother appears, offering you an alternative means of entry. Don't take her up on it until you're done with the areas in the map's northern portion, because once you go in, there's no coming back out. (You get a second chance to grab the Magic Recipe from a chest behind the chateau, but you might as well snag that first.)

Inside the chateau, your mission is to escort Jaq safely to his mousehole. If he's in danger, a  button prompt appears, which sends Aqua Barrier-Surging to his side, and possibly offers you an opportunity for an  button follow-up attack. But the best strategy is to keep your foes from getting close at all. Spells like Slow and Sleep give you plenty of time to finish them off without putting Jaq in danger. When Jaq reaches his hole, meet him there and press the  button to end the sequence. You learn the Command Style Thunderbolt for completing this event.






# Cursed Coach

HP	250
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
POWER-UP	DECK CAPACITY +1
DIMENSION LINK	CINDERELLA
KEYBLADE	STROKE OF MIDNIGHT
COMMAND BOARD	CASTLE OF DREAMS

## Overturn the Cursed Coach

The Cursed Coach is pretty spry for a vehicle. It can leap around the battlefield or launch a top-like spin attack. It can also try to suck up Aqua into a vacuum and chomp down on her. Fortunately, Aqua can block these attacks, and her successful block leaves the carriage temporarily stunned. Even better, your block may trigger a brief opportunity to overturn the Cursed Coach with a tap of the  button. This inflicts damage and leaves the carriage vulnerable to your attacks for a longer duration.

Even if you don't take advantage of the block-and-overturn trick, this can be a straightforward fight. Every now and then, the Cursed Coach spits out a trio of

Thornbite Unversed, which you can defeat for a bunch of HP prizes. The carriage doesn't have a lot of HP or any way to dodge your Shotlock blasts, so that proves to be an effective part of your offense.



## RETURN TO THE LAND OF DEPARTURE

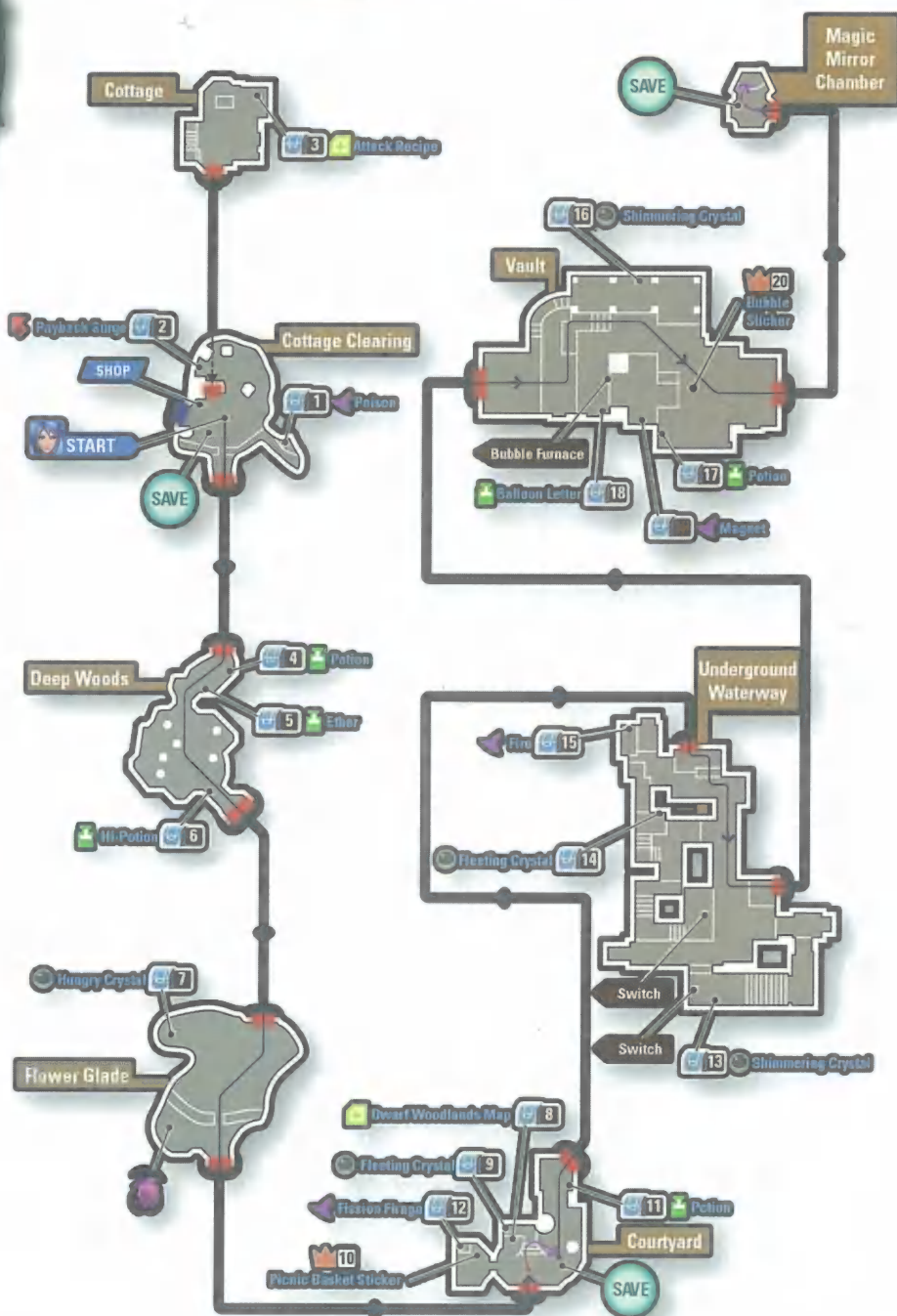
After completing the Enchanted Dominion, the Land of Departure unlocks alongside several new areas. Players who return to the area find that four new chests have been placed in the Mountain Path and Summit areas, yielding a Hi-Potion, a Shimmering Crystal, a Fleeting Crystal, and the Bind command. There are no enemies to contend with, so it's easy to grab all four and tally up another 100%-completion crown.







# DWARF WOODLANDS



## TREASURES

### COTTAGE CLEARING

- 1 POISON
- 2 PAYBACK SURGE

### COTTAGE

- 3 ATTACK RECIPE

### DEEP FOREST

- 4 POTION
- 5 ETHER
- 6 HI-POTION

### FLOWER GLADE

- 7 HUNGRY CRYSTAL

### COURTYARD

- 8 DWARF WOODLANDS MAP
- 9 FLEETING CRYSTAL
- 10 PICNIC BASKET STICKER
- 11 POTION
- 12 FISSION FIRAGA

### UNDERGROUND WATERWAY

- 13 SHIMMERING CRYSTAL
- 14 FLEETING CRYSTAL
- 15 FIRE

### VAULT

- 16 SHIMMERING CRYSTAL
- 17 POTION
- 18 BALLOON LETTER
- 19 MAGNET
- 20 BUBBLE STICKER



## ARCHRAVEN

HP	37
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BRUISER

HP	46
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	16
EXP	1
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HARERAISER

HP	31
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	217
EXP	30
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	16
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	31
EXP	6
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	46
EXP	12
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SEARCH THE COTTAGE

Dwarf Woodlands is the easier of the two newly unlocked areas, so now is a good time to pay it a visit. Aqua arrives to find Snow White already stricken by the poison apple, and vows to save her. You risk your life by fighting through the Queen's castle in search of a cure, so you're entitled to help yourself to Snow White's belongings. Don't miss the Attack Recipe inside the cottage, as well as the Poison spell at the end of the river, which is easy to miss without a map. You can also buy a new Cure spell from the Moogles Shop.



## INFILTRATE THE QUEEN'S CASTLE

The path to the castle takes you through the Deep Woods and a Flower Glade, where you encounter several packs of Unversed. In the Flower Glade, you may encounter a pack of Prize Pods that hang out near the river in the east part of the map. They drop various ingredients that you can use in the Disney Town Ice Cream Shop.

## PRIZE POD APPEARANCES

Prize Pods appear at random and sometimes only after all the other Unversed in the area are defeated. Given that, you may not encounter them during your play-through. If you do encounter them, note that you will not be able to fight them again unless you leave and return to the world.





You finally find the map, a sticker, and a few other treasures in the Courtyard, but you can't get all of them yet; you have to come back at a later date for the unreachable Fission Firaga spell. You find the entrance to the castle's Underground Waterway past the well to the northeast.



## RACE THE WATERWAY GATES

There are a few interesting gimmicks in the castle's Underground Waterway, although they're already familiar to players who have completed Terra's quest. The first is the vials of liquid that shift in color from green to blue to red. Smack 'em open, and your reward corresponds to the vial's current color: HP prizes for green, D-Link prizes for blue, and a painful explosion for red.

The second gimmick is a series of gates that open for a few seconds when you use your Keyblade to smack a wheel-shaped switch. After hitting the first wheel, you have seven seconds to run through the gate to the east. The passage beyond that gate contains the area's first chest, as well as another wheel. This one opens a pair of gates behind the first wheel; getting past that first gate isn't difficult, but getting past the second one within the 13-second limit is a lot tougher.

To get a head start, hit the wheel and then use a command like Sliding Dash or Fire Dash at the ledge's lip so you can soar over the water toward the gate. Run through the newly accessible central area before the gate on the other side slams shut. Using Aqua's cartwheel dash is another effective way to reach the gate quickly before time runs out. Then leap over a small gap to the north to reach a chest with the Fire command. Also, a chest with a Fleeting Crystal is between the two gates, so you probably need to race the gates twice.



## UNLOCK THE SECRETS OF THE VAULT

It's easy to race through the Vault area and into the Queen's chamber, but those who take the time to explore and experiment discover a hidden route to the powerful Magnet command. The trick is to use the Fire command you won in the Underground Waterway to light the furnace in the map's west side. That creates a geyser of bubbles you can ride to the Vault's central area, where you find the treasure chest. You also get a good look at this area's second sticker (up in the sky to the east), but it's much too high to reach with your current abilities.



Watch out for the oversized chests in the Vault—every last one of them is a nefarious Spiderchest.





# Spirit of the Magic Mirror

HP	300
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, POISON, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	DECK CAPACITY +1
DIMENSION LINK	SNOW WHITE
KEYBLADE	TREASURE TROVE

## Face the Spirit of the Magic Mirror

You're sucked into a boss fight against the Queen's Magic Mirror as soon as you leave the Vault. The Spirit of the Magic Mirror can warp around the battlefield, so if it's too far away, use your Shotlock instead of futilely rushing toward it. Watch for its reflection on the ground as a clue to where it pops up next.

When the Spirit creates its legion of fireball-spewing duplicates, continuously cartwheel to evade the fireballs and move rapidly among the clones—Aqua's cartwheel is invincible to all attacks. The real Spirit is the one with the different facial expression—as soon as you see that wry smile, rush toward it and unleash a mighty melee combo. Aqua's spells aren't particularly potent here; however, charging them up to use either her Spellweaver or her Thunderbolt Command Styles makes them very useful. You may also consider firing up a Dimension Link with Terra or Ventus to take advantage of their Command Decks.



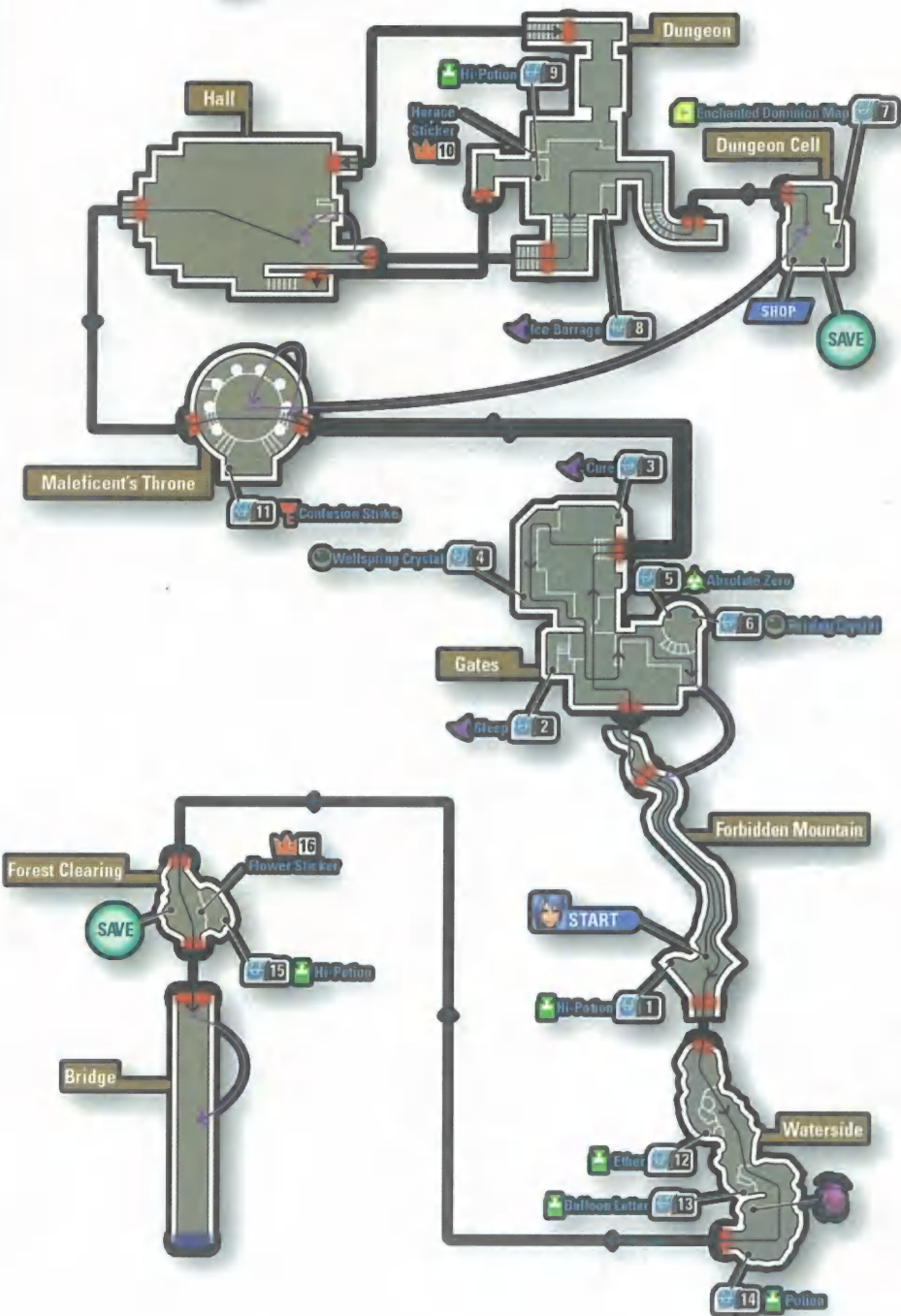
BOSS

DWARF WOODLANDS





# Enchanted Dominion



## TREASURES

### FORBIDDEN MOUNTAIN

1 HI-POTION

### GATES

2 SLEEP

3 CURE

4 WELLSPRING CRYSTAL

5 ABSOLUTE ZERO

6 PULSING CRYSTAL

### DUNGEON CELL

7 ENCHANTED DOMINION MAP

### COURTYARD

8 ICE BARRAGE

9 HI-POTION

10 HORACE STICKER

### MALEFICENT'S THRONE

11 CONFUSION STRIKE

### WATERSIDE

12 ETHER

13 BALLOON LETTER

14 POTION

### FOREST CLEARING

15 HI-POTION

16 FLOWER STICKER



## ARCHRAVEN

HP	38
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BRUISER

HP	48
EXP	23
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	16
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MALEFICENT'S HENCHMAN

HP	16
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZE POD

HP	224
EXP	40
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## RED HOT CHILI

HP	16
EXP	4
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAPPER

HP	32
EXP	8
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## THORNBITE

HP	38
EXP	16
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## STUMBLE INTO MALEFICENT'S TRAP

Aqua lands on the Forbidden Mountain, an ominous path that leads to Maleficent's castle. Turn around to open the chest behind you, and then run up the path to the castle gates.

There you meet Maleficent's orc-like henchmen, who wield a spear, a mace, or a bow. The archers are the most dangerous, because they gladly pelt you from across the map while you're engaged with their brethren. Keep moving so they can't get a good bead as you wipe out the henchmen in turn. You can grab treasure chests from both the northeast and southwest corners of the map, but you can't claim the remaining chests at this point in your quest.

The door at the end of the Gates leads to Maleficent's Throne, where Aqua finds

Ventus wrapping up his own adventure on this world. But this is just the beginning for Aqua, who gets dumped into an underground cell as soon as Ventus turns his back.



## TEAM UP TO CLEAN OUT THE CASTLE HALL

With a little help from the good fairies, Aqua and Prince Phillip are able to flee their Dungeon Cell. Grab the map and head west through the dungeon area to reach the castle's wide-open Hall. Here, Prince Phillip draws his sword and shield and joins the fray. You don't need to babysit him; if he loses all his HP, he automatically recovers after a few seconds. Nevertheless, sticking close together is a good way to avoid being surrounded by Maleficent's hordes.





Once the room is clear, you can use the doors to the northeast and southeast to reach the Dungeon area's upper level, where you can claim a pair of treasure

chests. The southeast door should take you straight to the chest with the Hi-Potion. You can jump from there to the larger platform to the north. Once you clear away the guards, use a dash command like Sliding Dash to cross the wide chasm from the eastern ledge to the distant chest with the Ice Barrage command. A sticker is above the gap, but you can't reach it with your current abilities.





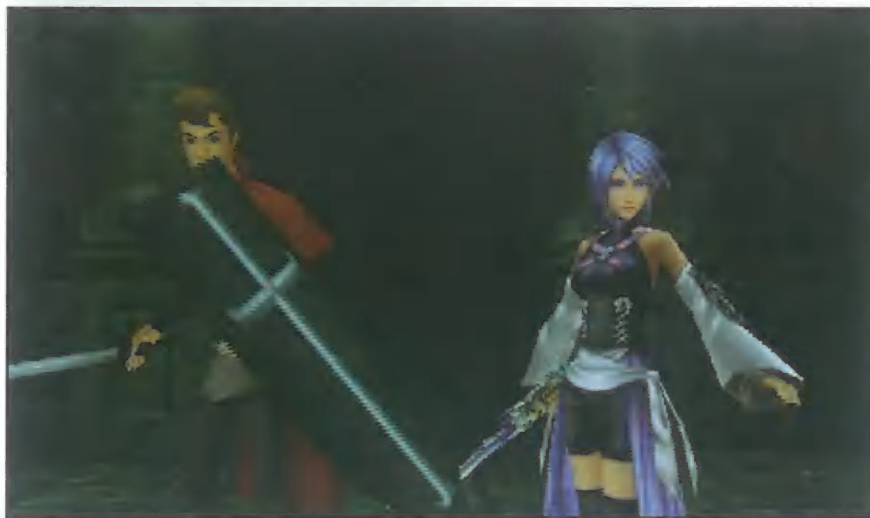
## BREAK THROUGH THE CASTLE GATES

The Hall's west exit takes you back to Maleficent's Throne, where she first snared Aqua in her trap. Grab this area's lone chest from behind her throne, and then head east to return to the gates.

Once again, Prince Phillip draws sword and shield to lend a hand. Clear the battlefield, moving quickly and using active, Keyblade-based commands (as opposed to spells) to make yourself a difficult target for the archers on the walls. When the battlefield is mostly clear, Prince Phillip moves to a corner beneath the wall and beckons you over. Approach him and press the **●** button to get a boost, and then press the **ⓧ** button to smash down hard on the castle wall. It crumbles apart to create an easy staircase. Now you can clear away the archers on the walls, grab a chest, and hit the wheel that releases the first gate.

You have to repeat the process in the southern half of the map. Once again, Prince Phillip provides a boost, allowing Aqua to explore the eastern tower area. There you find the

wheel that lifts the final gate and a pair of chests, including one with the Absolute Zero Shotlock.



## RACE TO ALIENORA'S PALACE

Aqua is on her own as she crosses the Forbidden Mountain, Waterside, and Forest Clearing areas. The fights here are pretty easy to avoid, but those looking for a challenge can find one near the Waterside lake, where the Unversed appear in particularly large groups. Keep an eye out for the local Prize Pods, which spawn in the same area.



Pick up a handful of new items along the way, most of which are recovery items. Use your new High Jump to leap up for the Forest Clearing's Flower Sticker. Then save your game and make sure you have good recovery spells equipped, because a boss is just ahead.



# ENCHANTED DOMINION



# Dragon

HP	600
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	FIRESTORM
KEYBLADE	FAIRY STARS

## Slay Maleficent's Foul Dragon Form

As Aqua and Prince Phillip cross the bridge to Aurora's Palace, Maleficent throws a mighty obstacle in their path. Once again, teamwork is the key to victory.

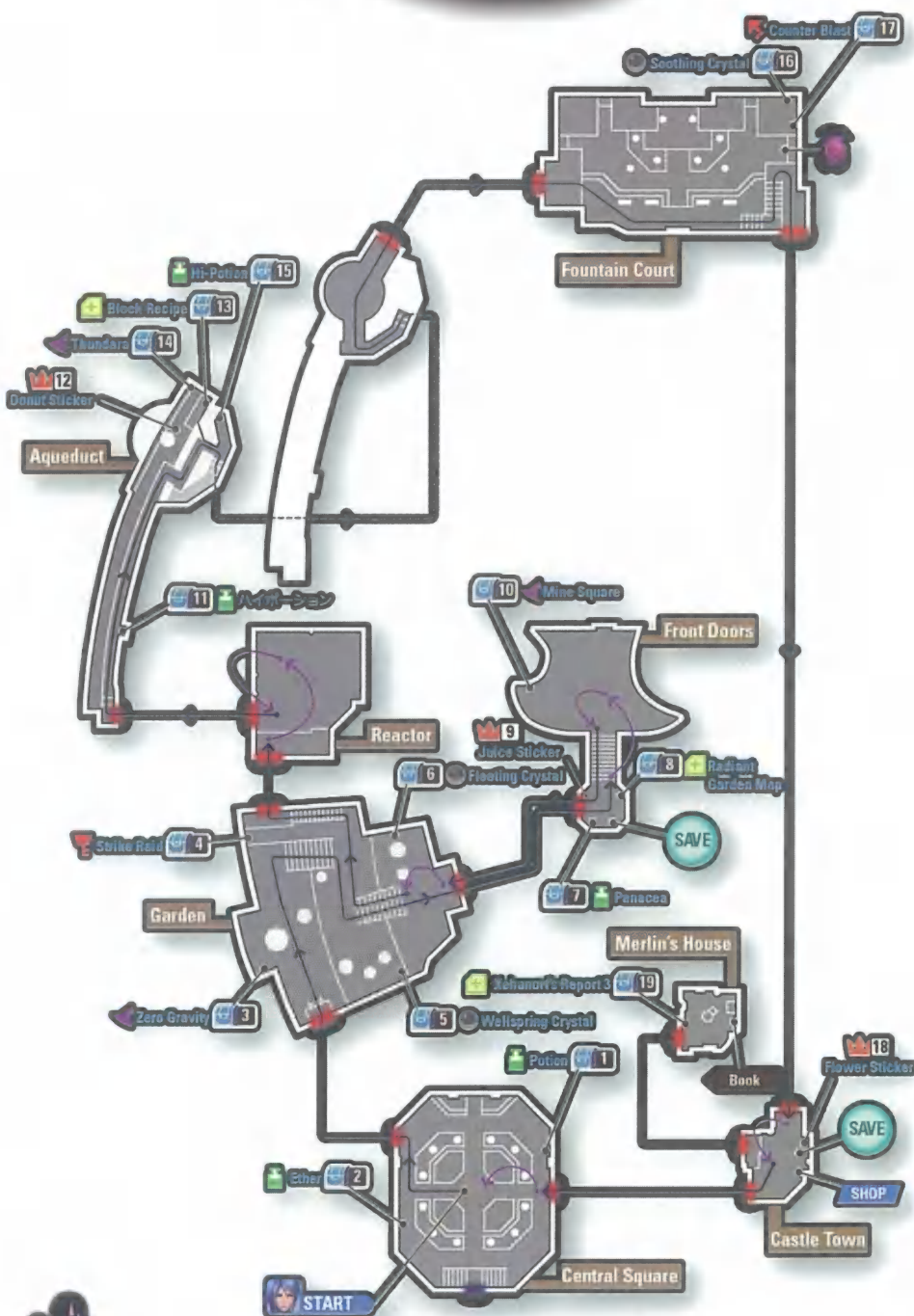
In the first stage of the fight, the Dragon pounds the ground, creating rippling shockwaves. It's easy to avoid these as you deliver air combos to the Dragon's head. However, keep an eye on Phillip at all times, because the Dragon's next attack isn't so easy to avoid. When the Dragon starts spewing its green flame, rush to Prince Phillip's side and press the **△** button to have him boost you to a height from which you can smack the beast's snout and shut off its flames. If Aqua loses so much health that she might not last long enough to accomplish this, have her jump to one of the areas to either side of the Dragon. Aqua can stand here, just beyond the flames' reach, in order to heal herself.

Repeat this cycle until the Dragon loses roughly half its health, at which point it begins flying around the battlefield. Use your Shotlock to damage it from afar (if you're using Absolute Zero, you can only hit it when it's above the bridge), and wait for the Dragon to fly in low. Once again, have Prince Phillip give you a boost, this time onto the Dragon's back. String together the longest combo you can before the beast knocks you back off!





# RADIANT GARDEN



## CENTRAL SQUARE

1 POTION

2 ETHER

## GARDENS

3 ZERO GRAVITY

4 STRIKE RAID

5 WELLSPRING CRYSTAL

6 FLEETING CRYSTAL

## FRONT DOORS

7 PANACEA

8 RADIANT GARDEN MAP

9 JUICE STICKER

10 MINE SQUARE

## AQUEDUCT

11 HI-POTION

12 DONUT STICKER

13 BLOCK RECIPE

14 THUNDARA

15 HI-POTION

## FOUNTAIN COURT

16 SOOTHING CRYSTAL

17 COUNTER BLAST

## CASTLE TOWN

18 FLOWER STICKER

## MERLIN'S HOUSE

19 XEHANORT'S REPORT 3





## ARCHRAVEN

HP	43
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## PRIZE POD

HP	252
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BLUE SEA SALT

HP	36
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## RED HOT CHILI

HP	18
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## CHRONO TWISTER

HP	52
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SCRAPPER

HP	36
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	18
EXP	2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TANK TOPPLER

HP	65
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	43
EXP	15
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0



## WEED OUT UNVERSED IN THE RADIANT GARDEN

Aqua arrives in the Radiant Garden's Central Square. Her first destination is the Front Doors of the giant castle in the distance, and to reach it she needs to cross through the Unversed-packed Garden area. Leave the Central Square via the nondescript alleyway exit, which takes you to the Garden's lowest floor.

The Garden is infested with Mandrakes, plant-like pests that spawn far from the action to pelt you with their spinning green projectiles. As each new batch of Unversed spawns, circle the battlefield so you can spot and target the Mandrakes first. If you don't destroy the Mandrakes right away, their attacks can leave Aqua at a terrible disadvantage. Avoid running up to the Mandrakes; instead, cartwheel toward them so that none of their projectiles connect.

The other new type of Unversed is the Tank Toppler, which strongly resembles a Bruiser but behaves quite differently. As soon as you attack one, it begins to glow, transforming itself into a large, rolling bomb. You can destroy Tank Topplers before they turn into rolling bombs. Attack the shutoff valve located on their backs to defeat them before they change into bombs. The bomb form is indestructible, so if you fail to destroy them in time, your only option is to dash away before the bomb can explode.





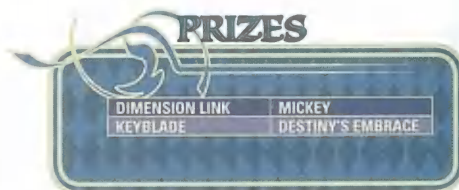
## TEAM UP WITH MICKEY AT THE FRONT DOORS

Aqua finds Mickey Mouse at the castle's Front Doors, where the two team up to battle a pack of Unversed. The weak foes you face are nothing Aqua can't handle solo, but it's a lot more fun to team up with Mickey and wipe the battlefield with their joint Burst of Faith attack. Just stick close to Mickey and press the button, and then the button, when the opportunity presents itself.

You win a new Keyblade and Dimension Link when the battle ends, and you can find plenty of other great treasures in the area. Don't miss the excellent Mine Square command against the compound's northwest

walls. The sticker near the

save point is a bit harder to reach. It would take a max-level High Jump to grab it from below, but you can do a High Jump of any level from the stairs and soar into the sticker with a Sliding Dash or a Fire Dash.



A standard combo doesn't typically deal enough damage to destroy a Tank Toppler before it can transform, so use your most powerful deck commands or a combo from a Command Style. Another option is to use immobilizing commands like Magnet, Bind, or Zero Gravity (a copy of which can be found in the Garden's first chest), which can keep Tank Topplers tied up long enough for you to finish them off.





# Trinity Armor

HP (EACH PIECE)	800
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	BLADECHARGE
ITEM	DISNEY TOWN PASS

## Triple-Team the Trinity Armor

Back in the Garden, climb the thin staircase to the north to reach a suspiciously smashed door. The Trinity Armor Unversed waits just beyond, and Terra and Ventus are ready to join you in bringing it down. They stick with you throughout the battle, but Aqua has to do most of the heavy lifting herself.



The boss has three parts, and unlike earlier bosses, you need to destroy them all. You can damage the boss's body, but you can't finish it until you destroy its arms and legs.

Avoid its battlefield-sweeping energy beams. Start the battle by pounding the Trinity Armor's legs with your Shotlock

abilities, and then move in to finish them off. Stay close to your target so it's easy to slip behind the boss when it sweeps the field. You can also cartwheel directly through the beams without taking any damage. When you attack, focus on building up to a Command Style, because it's hard for Aqua to inflict significant damage without one. Aqua's Finishing command from her basic Spellweaver Command Style deals a lot of damage to the Trinity Armor, especially if you catch multiple parts in its whirlwind. This is most effective when the Trinity Armor is in the middle of the field, firing its energy beam.



BOSS



## RETURN TO THE CENTRAL SQUARE

After she defeats the Trinity Armor, Aqua has to find her way back to the Central Square. That means passing through the Aqueduct and Fountain Court areas north of the battlefield. Although you encounter plenty of Mandrakes along the way, they're easy to avoid by walking along the lip of the waterway. Don't miss the chests at the end of the Aqueduct, as well as the sticker you can reach only by doing a High Jump from the ledge above the water and then swinging your Keyblade.



In the Fountain Court, leap east across the platforms along the map's northern wall. When you get to the central platform, drop down to the southeast, and jump into the fountain spout to propel yourself to the ledge above. From there, you can make one more jump to the east to reach a pair of treasure chests. One includes the Counter Blast action command, which adds counterattack potential to Aqua's powerful defensive barrier.

After you grab the loot, drop off the ledge to the south. Wipe out a pack of Blue Sea Salts to spawn this map's pack of Prize Pods.

## DROP IN TO MERLIN'S HOME

The Fountain Court's southeast exit leads to Castle Town, where you find a save point, a Moogle Shop in a quaint kiosk, and the final sticker. Before you proceed down the southwest street to the Central Square, follow Merlin into his home through the brown door in the northwest. Inside, you find the area's final chest (which contains one of Xehanort's Reports) and a book that unlocks a new Command Board.

### PRIZES

COMMAND BOARD

THE HUNDRED-ACRE WOOD



RADIANT GARDEN





# Masked Boy

HP	550
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING BUT STUN, FREEZE, IGNITE, POISON, SLEEP, ZERO GRAVITY, AND MAGNET
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## Meet the Masked Boy's Challenge

Aqua finds a mysterious masked figure waiting for her in the Central Square, and he isn't leaving without a fight.

The Masked Boy can be a tricky foe, because he warps out of Aqua's combos to reappear above her, striking with his blade as he falls. When you dish out combo attacks against the Masked Boy, learn to cartwheel away the instant you

## PRIZES

POWER-UP	DECK CAPACITY +1
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see that he's frozen in place and your hits are not knocking him back; this means he's replaced himself with a decoy, and the real Masked Boy is about to strike from above. Once you get used to the timing, you can use Aqua's Barrier to block almost all of the Masked Boy's attacks. Sadly, he rarely gets close enough to be caught in the Counter Blast.

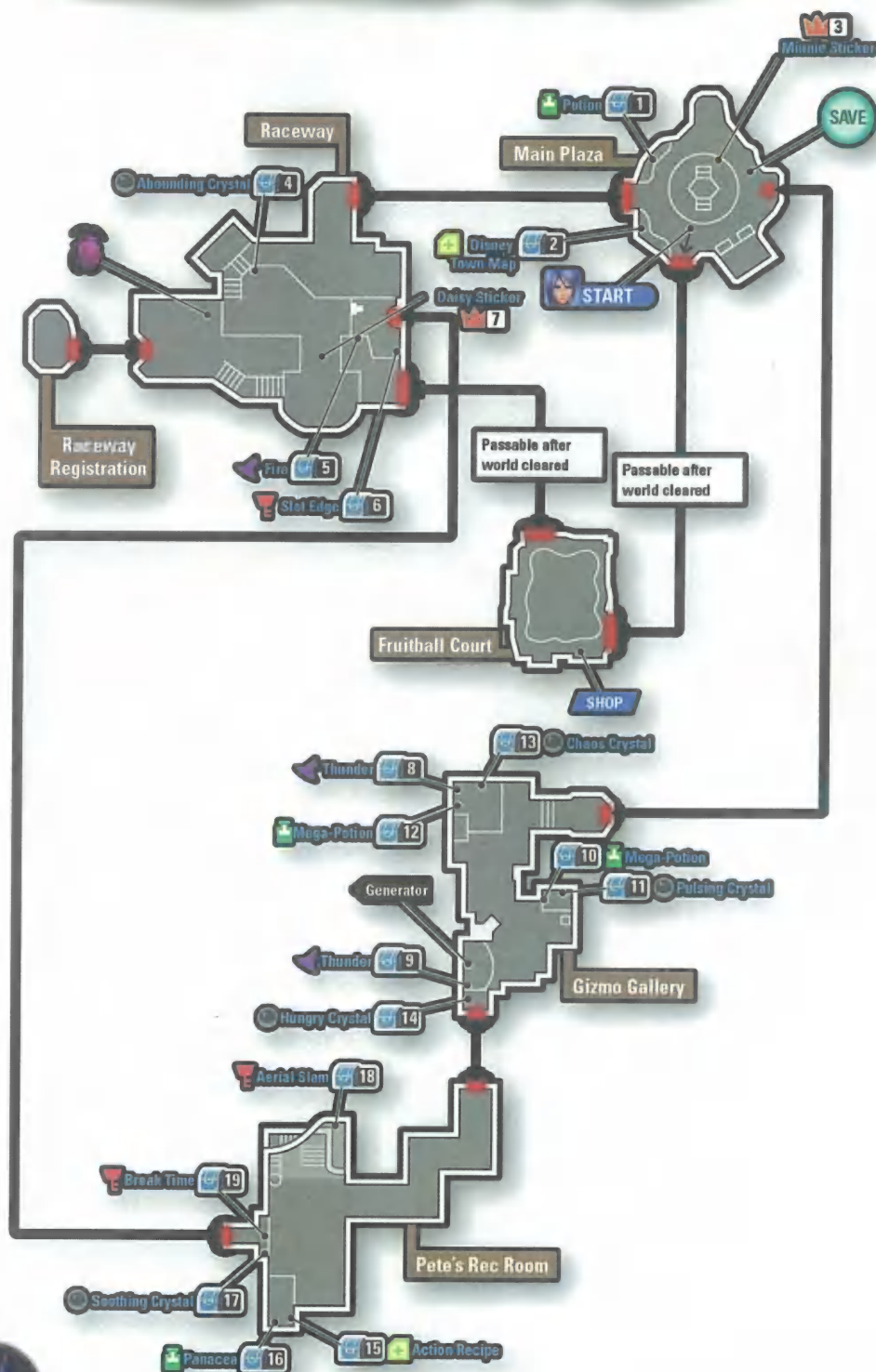


The best way to create an opening for powerful combos is to exploit his weakness to most status effects. If you have spells like Zero Gravity, Sleep, or Magnet in your Command Deck, there's a good chance they'll leave him stunned and vulnerable. You can get extra damage out of spells, like Ignite or Freeze Raid, which have Ignite or Freeze effects. If you don't have any of these in your deck, use a Dimension Link; Snow White has access to a Sleep spell, while Terra can use some Stun and Zero Gravity attacks.





# DISNEY TOWN



## TREASURES

### MAIN PLAZA

- 1** POTION
- 2** DISNEY TOWN MAP
- 3** MINNIE STICKER

### RACEWAY

- 4** ABOUNDING CRYSTAL
- 5** FIRA
- 6** SLOT EDGE
- 7** DAISY STICKER

### GIZMO GALLERY

- 8** THUNDER
- 9** THUNDER
- 10** MEGA-POTION
- 11** PULSING CRYSTAL
- 12** MEGA-POTION
- 13** CHAOS CRYSTAL
- 14** HUNGRY CRYSTAL

### PETE'S REC ROOM

- 15** ACTION RECIPE
- 16** PANACEA
- 17** SOOTHING CRYSTAL
- 18** AERIAL SLAM
- 19** BREAK TIME





## BLUE SEA SALT

HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



## BRUISER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SCRAPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CHRONO TWISTER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SPIDERCHEST

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## FLOOD

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TANK TOPPLER

HP	72
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## VILE PHIAL


HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

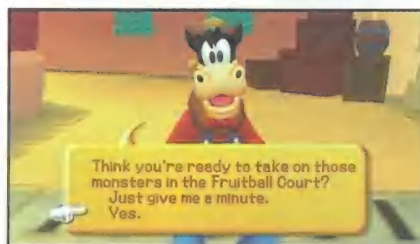
## BATTLE UNVERSED ON THE FRUITBALL COURT

Aqua's one and only Disney Town task is to defeat a pack of Shoegazer Unversed on the Fruitball Court. When you're ready to do battle, speak to Horace in the southern part of the Main Plaza.

Fruitball is a simple game in which players try to knock bouncing fruits into each other's goals. You can jump as normal by pressing the button, swing your Keyblade like a racket via the button, put some spin on it with the button, or bounce a fruit up for a devastating spike with the button. Use the analog stick to aim your fruit toward the goal whenever you take a swing. Each fruit behaves differently, with grapes and bunches of bananas breaking up after they sustain a certain amount of damage. Each individual grape can score a goal, while bananas splinter into banana peels that stun any player who steps on one—you can rotate the analog stick to speed up the stun recovery process. Always try to spike these dangerous fruits to increase the odds they break up on your opponent's side of the court.



Aqua faces three Shoegazers at once. With that many bodies on the court, it's difficult to score any goals without using the  button to pop the fruits up and spike them over your foes' heads. The Shoegazers may have an advantage in numbers, but they have pretty lousy aim. Aqua can afford to neglect her own goal and concentrate solely on an aggressive offense.



## RETURN TO DISNEY TOWN

Once Aqua bests the Shoegazers on the Fruitball Court, her Disney Town mission is officially concluded. But there are still plenty of treasures and stickers yet to find, and there's a lot more fun to be had from this area's various mini-games. If you're up for the detour, set a course directly back to Disney Town. But if you're eager to move on, feel free to skip ahead to the next chapter.

The Main Plaza is home to Huey, Dewey, and Louie's ice cream shop, where you can exchange the ingredients you earned from Prize Pod battles for ice cream cones. You can use these ice cream cones during combat to trigger specific Command Styles. Huey, Dewey, and Louie also offer the Ice Cream Beat mini-game, where players fire an ice cream cannon to the rhythm of a song. The Main Plaza also hosts a mailbox you can pound on to get the Confetti command, which you use in multiplayer games. Finally, a shimmering manhole leads down to several treasure chests that await those nimble enough to reach them.



There are attractions in the adjacent areas as well. From the Main Plaza, you can head south to continue climbing the ladder on the Fruitball Court, or west to visit the Rumble Racing Racetrack. You also find this map's pack of Prize Pods just northeast of the Racetrack gates.



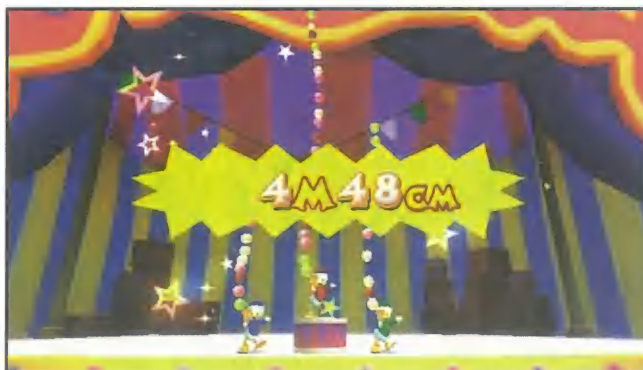
DISNEY TOWN





## FACE NEW FOES ON THE FRUITBALL COURT

The unique Chaos Snake Shotlock awaits any player who can defeat three progressively tougher opponents on the Fruitball Court. In round 1, you face a pair of Bruisers, who are even easier to defeat than the Shoegazers were. In round 2, Chip 'n' Dale give you a run for your money, but at least they offer a decent prize: the Magnera command. Your final opponent is Captain Justice, who is more skilled at Fruitball than he is at electioneering. In this match, the goal posts randomly rise and fall, making it difficult to score at times. When Captain Justice's goal post is up in the air, you may want to switch to defense, aggressively guarding your own goal until Captain Justice's falls again.



## FEEL THE ICE CREAM BEAT

The stage beside the Main Plaza's ice cream shop is home to Huey, Dewey, and Louie's Ice Cream Beat. In this game, Aqua sits atop an ice cream cannon and blasts ice cream onto the ducklings' cones to a predetermined beat. Your goal is to memorize the rhythm of Huey, Dewey, and Louie's clapping, and then replicate it by firing one shot of ice cream to the appropriate duckling's cone for each clap. You get points for accurately matching the beat, as well as bonus points for your highest combo and the height of the ice cream cones at the end of the game. At certain points in each song, you have an opportunity to unleash a rapid-fire barrage of ice cream to build up your combo score. High scores unlock new songs and more challenging versions, while nearly perfect scores earn Aqua prizes, mostly consisting of consumable items like Chaos Crystals and Mega Potions. Completing "Hand in Hand" in Beginner Mode earns you Freeze Raid. If you complete the song in Master Mode, you can obtain Blizzaga. The big prize is the Frozen Fortune Command Style, which you can win by earning a "Fantastic" score on the Master Mode version of "Dessert Paradise."







## RUSH TO THE RUMBLE RACING VICTORY LINE

The Racetrack offers five-lap races at four different Rumble Racing courses. When you first arrive, only Country Chase and Disney Drive are playable, but a top-three finish in both courses unlocks the next course, Grand Spree. Score a first-place finish in that, and you unlock the tricky Castle Circuit course.

The first-place prizes for the early courses are: a Hi-Potion for Country Chase, Fire Dash for Disney Drive, and Aerora for Grand Spree. Players who conquer the Castle Circuit receive something truly cool for their trouble: the Victory Line Keyblade. It has better stats than your current Keyblade, but that isn't the case for long—if you want to get it, now's the time to do it!

If you're playing for the grand prize, you need to master the proper turning technique. To turn sharply without losing much momentum, press the  button to brake while still holding the ac-



celerator (the  button), and push the analog stick in the direction you want to turn. Once you learn the lay of the track, this technique allows you to avoid walls and obstacles even while you race at maximum speed.



To get a head start on any race, don't press the accelerator until after the "1" of the countdown fades, just before the word "Go" appears. You begin the race at full speed, while your opponents are stuck on the starting line.

## GET THE JUICE FLOWING IN THE GIZMO GALLERY

The Main Plaza's shimmering manhole leads to an underground area known as the Gizmo Gallery. The two chests on the ground floor hold copies of the Thunder command—could that be some sort of hint? Add them to your Command Deck and fire them against the yellow contraption in the southern part of the area. Or use one to trigger the Thunder Bolt Command Style as you pound away at it with your Keyblade. Each electrically charged hit moves the needle a little bit more to the right. If you can consecutively pound the machine with Thunder attacks, you can get electricity flowing through the room's many gears.



## HUNT FOR TREASURE ON THE GALLERY GEARS

Once the power is flowing in the Gizmo Gallery, hop onto the Mickey Mouse-shaped elevator in the southeast, and leap to the north to reach a pair of chests. Then ride the same elevator up to the gears to the south, jump onto the moving hand, and ride it to the next set of gears to the east. Your target is the ledge to the north, over the bridge of gloved hands. Wait until the Mickey Mouse-shaped pusher retracts, then run (no need to jump) from the gear to the second hand, and jump across to the third and fourth. Have a dash skill like Fire Dash ready in case you can't reach the fourth hand in time; dashing from the third hand should get you there.

Finally, return to the same set of gears. Leap (or dash) across the rolling-pin gears in the map's south end to reach the area's final treasure chest and the entrance to Pete's Rec Room.







## TAKE A RIDE IN PETE'S PINBALL MACHINE

Disney Town's final area is a giant pinball machine, with Aqua as the pinball. Climb the stairs to the top, then jump down the tube and leap from the plunger. You bounce off the machine's various bumpers, and when you fall to the button, you can press the and buttons to activate the flippers. You can't do much to control Aqua's movement, but you can change her trajectory a bit by leaning in the desired direction. You need to master that to collect all the treasures on this map: Two are in the alcove on the machine's left side; one is in the alcove against the right wall, near the top of the machine; and one is in each of the two center alcoves. Initially, bars block the alcove in the middle of the four rotating bumpers. You can lift them by bouncing off each of the four turquoise-shaped bumpers marked with a crown. When the door opens, push the analog stick toward the machine's back wall to grab onto the alcove's lip and pull yourself up.



## TAKE A LEAP OF FAITH OFF THE ROOFTOP

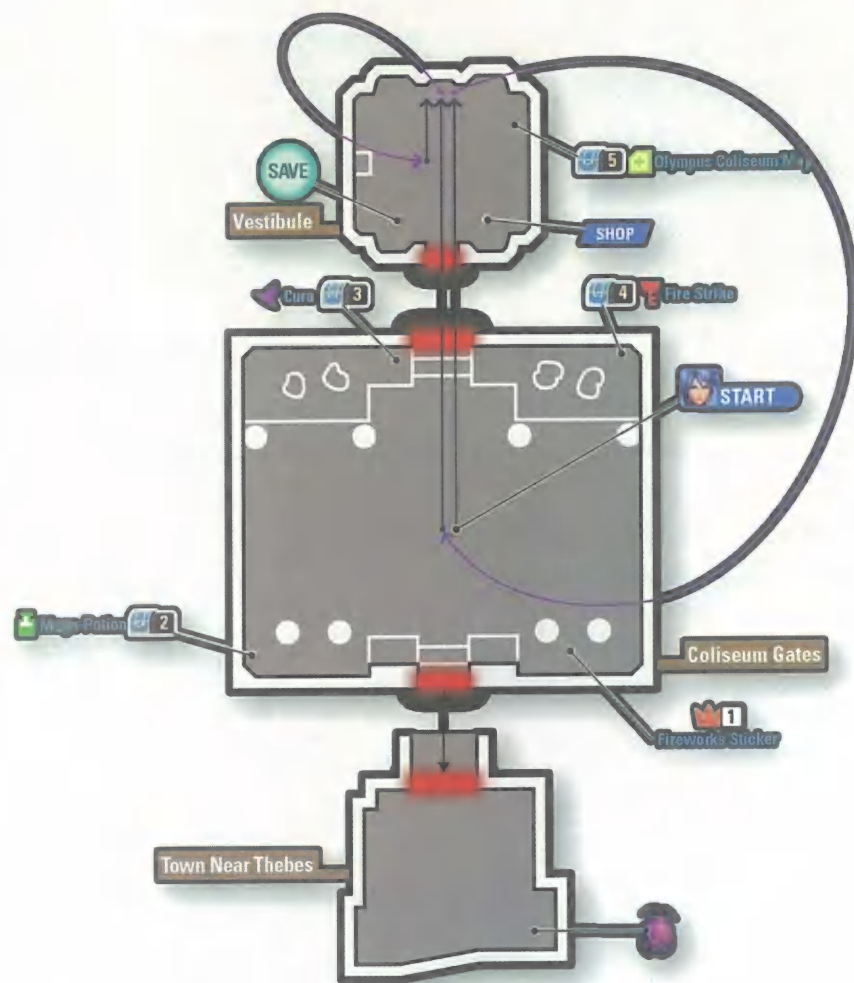
The alcove above the bumpers in the machine's center contains a passage that connects to the roof of a tall building in the Racetrack area. Grab the Slot Edge command from the chest on the rooftop. Then stand on the roof's southwest corner (south of the pile of crates), and look down to see a sticker floating high above the ground.

Do a High Jump off the roof and, when you get close to the sticker, swing your Keyblade to propel yourself toward it. If you fail, let the Unversed below kill Aqua so she can continue from the rooftop. Don't forget to open the chest each time.





# OLYMPUS COLISEUM



## TREASURES

### COLISEUM GATES

- 1 FIREWORKS STICKER
- 2 MEGA-POTION
- 3 CURA
- 4 FIRE STRIKE

### VESTIBULE

- 5 OLYMPUS COLISEUM MAP

## UNVERSED

COMBAT LEVEL

6

### AXE FLAPPER



HP	48
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### BLUE SEA SALT



HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### BRUISER



HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### BUCKLE BRUISER



HP	64
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### CHRONO TWISTER



HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD



HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





### JELLYSHADE

HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### PRIZE POD

HP	280
EXP	65
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### RED HOT CHILI

HP	20
EXP	7
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75



### SCRAPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



### VILE PHIAL

HP	32
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75



### YELLOW MUSTARD

HP	48
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

## HELP HERCULES ERADICATE THE UNVERSED

You land to find the Olympus Coliseum under siege from the Unversed. But you're not the only hero to rise to the challenge; Hercules is there to fight by your side. Among the foes you face here are heavily armored Buckle Bruisers, who can block any attack from the front. In one-on-one combat, you can block Buckle Bruiser attacks and retaliate to leave them open to combos. With Hercules providing a distraction, it should be much easier just to slip behind the Buckle Bruisers and attack their unarmored backs. Aqua and Hercules can't perform any co-op attacks, but Aqua can rush to his defense with the button when he runs into trouble.

When the battlefield is clear, collect the sticker and three treasure chests in the Coliseum Gates area. If you travel to the small area to the south, you can battle this area's pack of Prize Pods. If you head north, you find the Vestibule where the last chest awaits.






## PREPARE FOR THE COLISEUM QUALIFIER

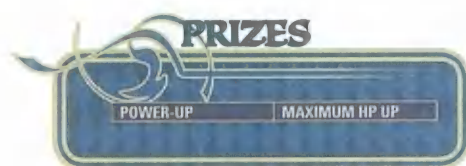
The first round of the Coliseum consists of 10 timed battles. If you run out of time, you're given the option to either quit or retry. You have to replay all 10 rounds either way, but you keep all of the EXP, CP, and munny you earned before you failed, so choosing "Retry" makes more sense. If you've already played as Terra, you discover that Aqua's pass through the Coliseum is quite a bit easier, with her receiving either an additional 10 seconds per match or a weaker assortment of foes.

Fill your Command Deck with spells in the Magnet and Zero Gravity series, which pull your foes together so you can beat them quickly and cleanly. You may wish to forego equipping healing commands, as your foes drop plenty of HP prizes. However, if you prefer having healing commands available, you do have the time to use them if necessary.

Use your Shotlock as a silver bullet for tough fights; you can hold your ground and blast all your foes for a nearly instantaneous win, quickly eliminating troublesome opponents like Buckle Bruisers. The fight against the Jellyshades in the final round can be tough; rush in close and catch as many as you can in a Magnet blast. Then use other area-effect spells and your Shotlock to finish any survivors. If the battlefield seems clear but the round doesn't end, hold the  and  buttons to snap to the nearest foe; a Jellyshade is probably lurking in the blind spot behind Aqua.



ROUND	FOES	TIME LIMIT
1	SCRAPPER X3	30 SECONDS
2	BRUISER X1	15 SECONDS
3	SPIDERCHEST X3	30 SECONDS
4	BLUE SEA SALT X3, YELLOW MUSTARD X3, AXE FLAPPER X1	40 SECONDS
5	HARERAISER X3	15 SECONDS
6	AXE FLAPPER X2, MANDRAKE X3	50 SECONDS
7	BUCKLE BRUISER X3	50 SECONDS
8	RED HOT CHILI X2, BLUE SEA SALT X2, CHRONO TWISTER X2	50 SECONDS
9	SHOEGAZER X6	40 SECONDS
10	JELLYSHADE X30	40 SECONDS





# Zack

HP	600
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, AND ZERO GRAVITY
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP      DECK CAPACITY +1

## Duel with Zack in the Final Round

After you complete the first 10 rounds of the Coliseum, you have an opportunity to save your game and change your Command Deck before the championship battle against Zack. Zack is vulnerable to a number of status effects, so one good strategy is to set up your Command Deck with skills that can immobilize him, like Freeze

Raid and Stun Edge, as well as powerful combos that capitalize on his inability to move, like Aerial Slam. Aqua's Twisted Hours Finish command is another good way to slow Zack down, but steer clear of using elementally charged magic to avoid triggering a Command Style.

Without Hades' evil influence, Zack isn't as tough as he was for Terra. It's best to fight him at mid-range, which provokes a ground-slam move that causes a shockwave. It's easy to stay out of its range and retaliate with a dash-style attack or Shotlock blast. But if you're skilled at blocking, you can expect better success fighting up close. Zack uses quick sword combos, but

he moves in close enough that you can almost always hit him with Aqua's Counter Blast after a successful block.





# Ice Colossus/Hades

## ICE COLOSSUS

HP	400
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## HADES

HP	450
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT FREEZE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## PRIZES

COMMAND STYLE	DIAMOND DUST
DIMENSION LINK	ZACK
KEYBLADE	MARK OF A HERO

## Battle Hades and His Newest Pet

After you fight Zack, you have another opportunity to save your game and adjust your Command Deck. This time, bring a variety of Fire- and Blizzard-based attacks. If you don't have any on you and can't afford the shop, you can Dimension Link with Ventus and use his Freeze Raid skill if you've collected two emblems.

You battle Hades and the Ice Colossus at the same time, but Hades is a passive fighter who doesn't aggressively pursue you if you keep your distance. Get as far away from Hades as you can while still fighting the Ice Colossus, and tear into the Colossus with your best Fire-type commands. Attack aggressively, because triggering the Firestorm Command Style speeds up things a lot. When the Ice Colossus is down to about 50% of its HP, its attacks become much stronger, so you should finish it quickly.

When the Ice Colossus tumbles, turn your attention to Hades. Generally, you want to fight him from a mid-range distance, using your Shotlock and ranged attacks to stay away from his spinning flames. But don't fight from so far away that you can't rush in to exploit an opening when a command like Freeze Raid turns him into a block of ice. Long combo commands like Aerial Slam are very effective against Hades, because he isn't much of a blocker.





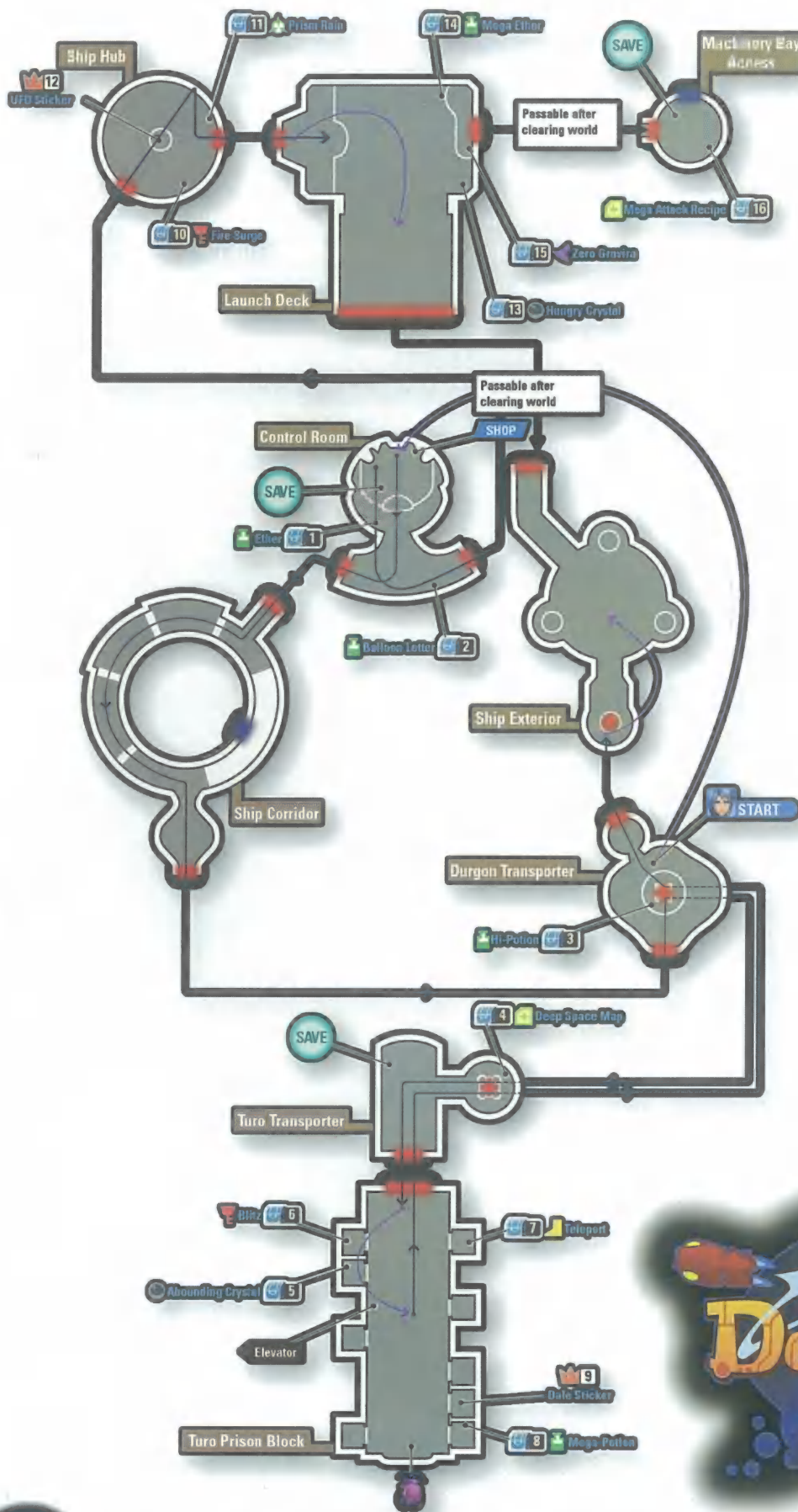


## TRAINING AT THE COLISEUM

After you defeat Hades, you can return to the Coliseum to participate in a new mini-game. To try it, speak to Hercules in the Vestibule and agree to join him in an urn-smashing training session. Use area-effect commands and the Spellweaver Finish command to smash whole groups of urns at once for an easy win. You can also knock over barrels (the ones not marked with a star) and jump onto them to barrel-roll through the battlefield. The prize for your first victory is the Sonic Blade command; after that, you receive Panaceas instead.







## TREASURES

### CONTROL ROOM

- 1 ETHER
- 2 BALLOON LETTER

### DURGON TRANSPORTER

- 3 HI-POTION

### TURO TRANSPORTER

- 4 DEEP SPACE MAP

### TURO PRISON BLOCK

- 5 ABOUNDING CRYSTAL
- 6 BLITZ
- 7 TELEPORT
- 8 MEGA-POTION
- 9 DALE STICKER

### SHIP HUB

- 10 FIRE SURGE
- 11 PRISM RAIN
- 12 UFO STICKER

### LAUNCH DECK

- 13 HUNGRY CRYSTAL
- 14 MEGA ETHER
- 15 ZERO GRAVIRA

### MACHINERY BAY/ACCESS

- 16 MEGA ATTACK RECIPE







## BLOEMOB

HP	55
EXP	60
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.75
DARK	X 1.0



## PRIZE POD

HP	322
EXP	85
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## BLUE SEA SALT

HP	46
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75



## SCRAPPER

HP	46
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CHRONO TWISTER

HP	69
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SONIC BLASTER

HP	60
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0



## FLOOD

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## TANK TOPPLER

HP	63
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## GLIDEWINDER

HP	23
EXP	17
ELEMENTAL WEAKNESSES	
PHYSICAL	X 2.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	VARIES*



## VILE PHIAL

HP	37
EXP	26
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

\* Elemental weaknesses and resistances vary by color: red is weak to Blizzard and resistant to Fire; blue is weak to Thunder and resistant to Dark; yellow is weak to Fire and resistant to Thunder.



## JELLYSHADE

HP	23
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## YELLOW MUSTARD

HP	55
EXP	34
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75



## ACCEPT A MISSION FROM THE GRAND COUNCILWOMAN

Aqua lands in the ship's transporter room, where a pack of Unversed is waiting. The assortment includes Sonic Blasters, who can warp away from any direct attacks Aqua launches at them. Hit them from afar or try to slip behind them for quick kills.



When the battle is over, a security guard escorts Aqua to the Control Room, where the Grand Councilwoman accepts your assistance in the battle against the Unversed. Now you need to backtrack to the Durgon Transporter by heading southwest through the Ship's Corridor.

## BATTLE GLIDEWINDERS FOR AN IMPORTANT REWARD

When you return to the Durgon Transporter, ignore the transporter itself, and head through the northwest airlock into the void of deep space. Here, Aqua pilots her Keyblade Glider against a dozen enemy Glidewinders. Fortunately, Aqua's Keyblade Glider is an offensive powerhouse, with its wide-swinging Wing Span attack (press the  $\Delta$  button) and a charged, long-range Wing Arrow attack (hold and release the  $\times$  button). If that's not enough power for you, the bumpers at any tip of this triangular battlefield can whip Aqua around, turning her vessel into a deadly projectile.



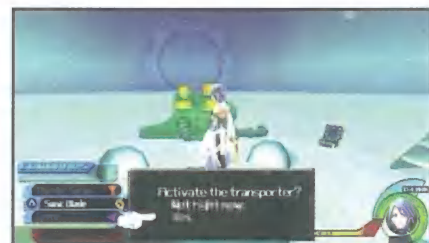
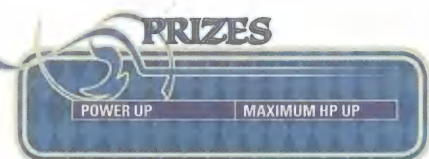
When you destroy all 12 Glidewinders, you earn the Air Slide action command and a clue to Experiment 626's whereabouts. Aqua automatically returns to the Durgon Transporter Room.



## ALLY WITH EXPERIMENT 626 AGAINST AN UNVERSED HORDE

This time, use the glowing pad in the center of the Durgon Transporter to warp to the Turo Transporter. Grab the area map from a chest and head south to the Turo Prison Block, where you encounter Experiment 626...and plenty of Unversed.

You fight together as a team, and you can even use the Astro Shot co-op attack by pressing the  $\bullet$  button when Experiment 626 transforms itself into a ball. You shouldn't need much help to finish off this batch of Unversed underachievers.







# LOOT THE TURO PRISON BLOCK

After the Prison Block battle, Aqua automatically returns to the Control Room to brief the Grand Councilwoman. This means you have to walk back to the Durgon Transporter and warp from there to the Turbo Transporter Room to get your hands on all that Turo Prison Block loot.

Run to the Turo Prison Block's south end and clear out any Unversed there to reveal this area's pack of Prize Pods. Then jump onto the only elevator that goes to the ground floor and take it for a ride. When it's at its top and the elevator to the north is at its bottom, jump across to it and open the translucent cell door to grab an Abounding Crystal. Ride the elevator outside the



cell to its top, and jump again to the north to reach another treasure-filled cell.

Perform a High Jump and use Air Slide to soar across the prison block to the platform directly across from you on the eastern wall. One Air Slide isn't enough to reach it, so press the **●** button to continue your flight as soon as the first slide ends. The treasure in that cell contains the Teleport action command, a unique maneuver that only Aqua can use. She can use Teleport to instantly get behind an enemy.

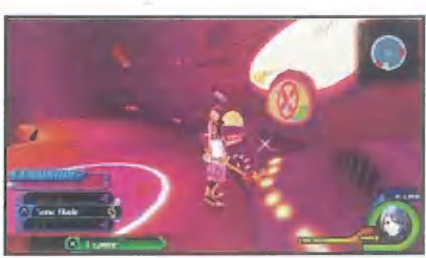
Use the combination of High Jump and Air Slide to continue down the eastern wall, grabbing a sticker and a Mega-Potion from the two southernmost cells.

# OVERRIDE THE SHIP'S GRAVITY

Return to the Control Room, and exit through the east door to the multilevel Ship's Hub. Drop down to the ground floor and clear away the Unversed. Then activate the nearby terminal to sharply reduce the artificial gravity in the room. Aqua can now leap from floor to floor, grabbing a few treasures on the way.



Near the top of the hub, you discover a chest floating in midair. You can't open it until you find the second terminal (across the way on the same floor) and use that to return the gravity to normal. Help yourself to the Prism Rain Shotlock, then reduce the gravity again so you can leap and Air Slide to the sticker floating in the center of this level. Resume traveling upward to reach the door to the Launch Deck.





# Gantu



HP	600
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT POISON
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

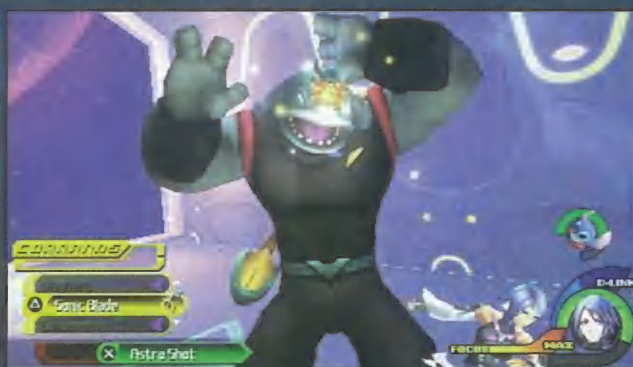
## PRIZES

POWER-UP	DECK CAPACITY +1
DIMENSION LINK	EXPERIMENT 626
KEYBLADE	HYPERDRIVE
COMMAND BOARD	DEEP SPACE

### Save Experiment 626 from Gantu

Captain Gantu typically opens this battle with a barrage of blaster shots, but you can deflect them easily with your Barrier. If he keeps shooting, rush in to execute a combo; long combo commands like Sonic Blade and Aerial Slam can be extremely effective against him.

You get another opportunity to execute one whenever Gantu shoots Experiment 626, causing him to transform into a ball. Rush up to your bouncing ally and press the  button to grab him, then the  button to spike him into Gantu's face. While the two struggle, you can execute any move you like.



BOSS

DEEP SPACE





Captain Gantu's most dangerous attack is a surging tackle that deals heavy damage, but can be blocked with your Barrier. Fight from a safe distance so he can't surprise you with it, and exploit Aqua's powerful new Prism Rain Shotlock. Between his long blaster barrages and the distractions provided by Experiment 626, you have plenty of opportunities to attack Gantu safely.



## RETURN FOR THE LAUNCH DECK TREASURES

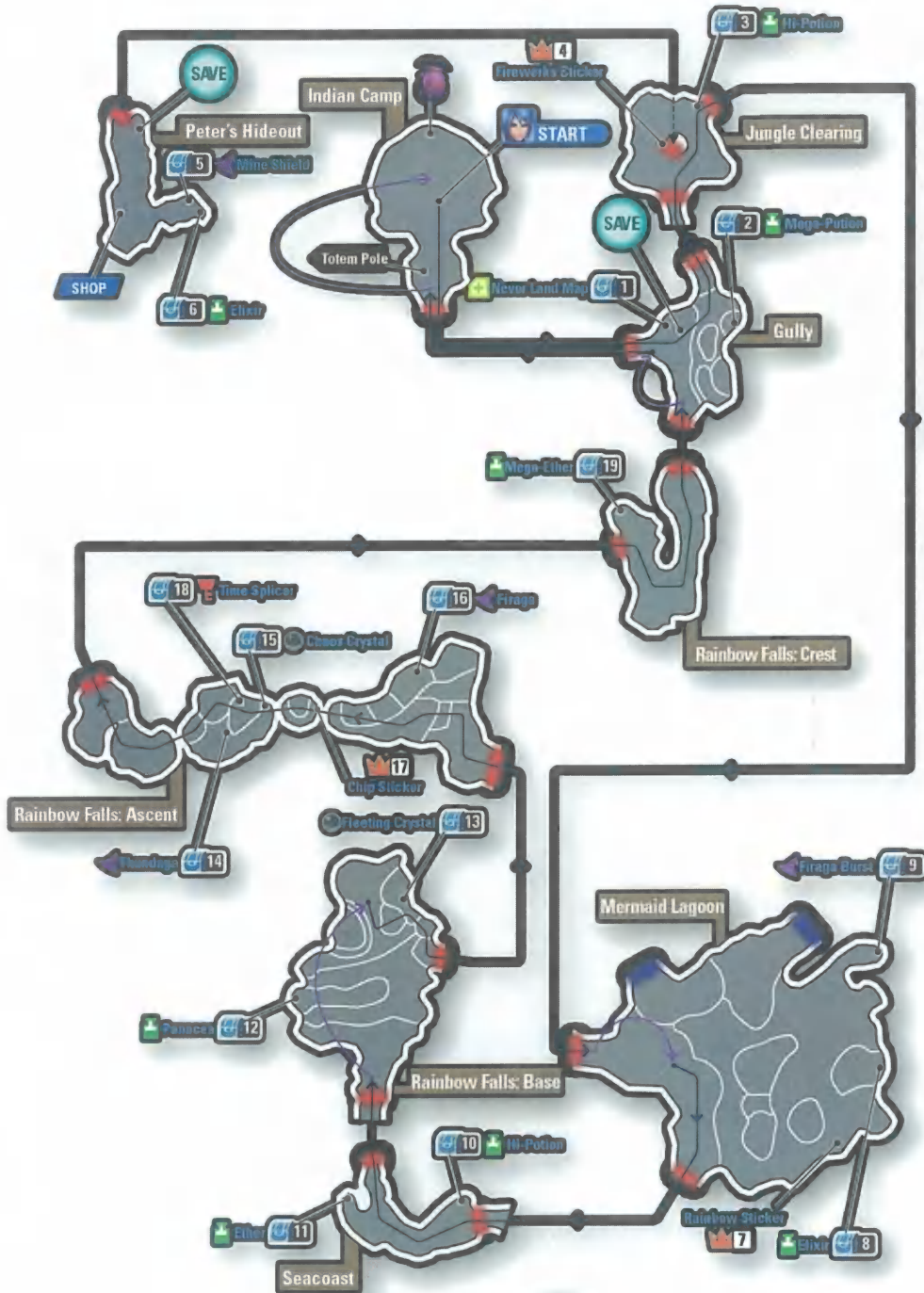
Aqua's Deep Space mission is over, but she's still four treasures short. To get them, return to the Control Room and make your way back through the Ship's Hub to the Launch Deck.

As soon as you enter, use your Shotlock to blast the turrets to either side of the door. Then drop down and Shotlock the two turrets that surround the terminal against the north wall. Grab the two chests on the ground floor, then use the terminal to reduce the gravity so you can leap up and reach a third chest on the balcony against the east wall. You need to restore the gravity to reopen the door below the balcony, which leads to a small room with the final chest.

You can find plenty of interesting foes in the Launch Deck. After you clear away a few batches of Tank Topplers, Vile Phials, and Sonic Blasters, you can face new Blobmobs that split into smaller foes when destroyed (unless they're immobilized with a spell like Magnet or Zero Gravity). Players who are trying to complete their Reports should make sure to defeat at least one of them, because this is Aqua's only chance to fight them.







## TREASURES

### GULLY

- 1** NEVER LAND MAP
- 2** MEGA-POTION

### JUNGLE CLEARING

- 3** HI-POTION
- 4** FIREWORKS STICKER

### PETER'S HIDEOUT

- 5** MINE SHIELD
- 6** ELIXIR

### MERMAID LAGOON

- 7** RAINBOW STICKER
- 8** ELIXIR
- 9** FIRAGA BURST

### SEACOAST

- 10** HI-POTION
- 11** ETHER

### RAINBOW FALLS: BASE

- 12** PANACEA
- 13** FLEETING CRYSTAL

### RAINBOW FALLS: ASCENT

- 14** THUNDAGA
- 15** CHAOS CRYSTAL

- 16** FIRAGA

- 17** CHIP STICKER

- 18** TIME SPLICER

### RAINBOW FALLS: CREST

- 19** MEGA-ETHER





## FLOOD

HP	27
EXP	5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	64
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## PRIZE POD

HP	371
EXP	125
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SCRAPPER

HP	53
EXP	25
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SPIDERCHEST

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TRIPLE WRECKER

HP	74
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

\* Elemental weaknesses and resistances vary by the color of the central component: red is weak to Blizzard and resistant to Fire; blue is weak to Fire and resistant to Blizzard; yellow is resistant to Thunder.

## VILE PHIAL

HP	42
EXP	38
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

## WILD BRUISER

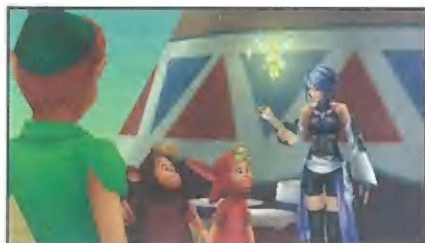
HP	106
EXP	63
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 1.0

## YELLOW MUSTARD

HP	80
EXP	50
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

## MEET THE LOST BOYS IN THE INDIAN CAMP

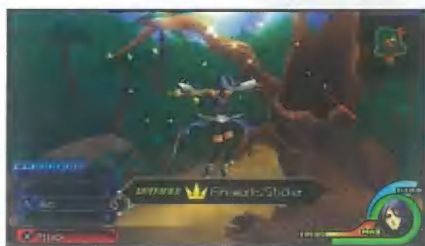
Aqua arrives in Never Land's Indian Camp, where she's chosen to lead The Lost Boys on a treasure hunt. Before you get started, use the trampoline to propel yourself up the Indian Camp's largest totem pole. If you can dish out a powerful attack against the totem pole's highest segment, it rewards you with the Thundaga command. This isn't easy to pull off with Aqua's default attacks, so experiment with Command Deck combos like Aerial Slam, which propels you up the pole when you use it at the peak of your jump. Another Indian Camp secret: If you leave the area and come back, you can fight the Never Land pack of Prize Pods in the map's northern tip.





## PAY A VISIT TO PETER'S HIDEOUT

Grab the Never Land map from the Gully, and then head north to the Jungle Clearing. Stop in at Peter's Hideout to grab another pair of treasure chests before you head northeast to Mermaid Lagoon—



the entrance is in the base of the withered tree. You can find this area's first sticker among the tree's upper branches. Stand directly beneath it, perform a high-level High Jump, and swing your Keyblade at the very peak of your leap.

You should be able to grab it, just barely. Don't worry if you can't—it gets a lot easier once you earn the ability to perform a double jump later in this world.

## DODGE CANNON FIRE AS YOU LOOT MERMAID LAGOON

Captain Hook catches wind of what's going on when Aqua's party arrives at Mermaid Lagoon. He retreats to his ship to pepper Aqua with cannon fire. He's a pretty lousy shot, so if you don't stay in one place too long, you shouldn't need to worry about it.



Some nice treasures are along this area's eastern reef. You can Air Slide to a sticker from the shallow island, and the powerful Firaga Burst spell is in a cove to the northeast.



## BEGIN YOUR ASCENT OF RAINBOW FALLS

Travel southwest from Mermaid Lagoon to reach the base of Rainbow Falls. The map says the treasure is at the top, so you need Tinker Bell's help to find a way up. She sprinkles clumps of fairy dust throughout the cliffs around the falls; the dust provides a giant updraft when you jump into it. Before you begin your ascent, make sure to grab the two chests below. Both are in small boxes—the larger box is a Spiderchest.



On the Rainbow Falls: Base map, the way to go is obvious. Each fairy dust cluster leads directly to the next, providing easy stepping-stones to the entrance of the Rainbow Falls: Ascent map. But things get a little trickier there, with multiple directions to travel and plenty of treasures to find.







## CLAIM THE HIDDEN TREASURES OF RAINBOW FALLS

Jump up a couple of natural steps at the entrance to the map. Then turn right and jump onto a grassy ledge, where you discover an easily overlooked clump of fairy dust. Use that to reach a series of ledges in the upper part of the map, where you find two chests and a sticker. Don't drop down to grab the sticker until you open the second chest, which contains the excellent Time Splicer command.

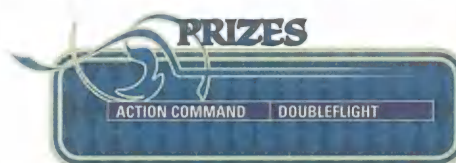
When you fall after grabbing the sticker, try to drift a little to the west so you land on a solid ledge. From the ledge, you can easily drop to the remaining two treasure chests. If you miss the ledge, don't worry—you land safely in the Rainbow Falls: Base map. You can reach the chests by jumping due west from the Rainbow Falls: Ascent map's entrance and dropping down to the lower ledge after you pass the waterfall. Don't miss the chest that's by the falls at the very tip of the ledge!

Climb back up and continue to hop the fairy dust to the west. At the road's end, you need to make a three-stage fairy-dust jump to reach the summit of the falls. This is difficult because it's hard to see what you're jumping toward. To hit both fairy dust clumps, hold the analog stick to the east when you make your first jump, and to the west when you make the second one.



## LEARN THE ART OF DOUBLEFLIGHT

Strangely, the treasure hunt returns your team to the Gully, exactly where you started. But it isn't a total loss; after you encounter Captain Hook, Aqua receives the Doubleflight action command. This allows her to perform a second jump at the peak of her first, making it a cinch to reach all those out-of-the-way stickers in previous worlds. But there's no time to experiment with it now; save your game and adjust your Command Deck, because a boss waits in the Indian Camp directly to the west.





# Vanitas

HP	550
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, AND ZERO GRAVITY
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
COMMAND STYLE	GHOST DRIVE
DIMENSION LINK	PETER PAN
KEYBLADE	PIXIE PETAL
KEYBLADE	STORMFALL*
COMMAND BOARD	NEVER LAND

\* The Stormfall Keyblade is obtained once you view the Destiny Islands event.

## Survive Vanitas's Corrupting Darkness

At first glance, Vanitas doesn't seem to have changed his tactics since your last battle at Radiant Garden. But when you whittle him down to roughly half of his max HP, he stops messing around and breaks out some powerful new moves. One of them is an unblockable attack that allows him to burrow underground and erupt beneath Aqua to deal heavy damage. With this technique in the mix, fighting defensively becomes more challenging. Since Aqua's cartwheel is invincible, it serves as a great defensive strategy. Cartwheel away from his techniques instead of blocking them, and run for your life whenever you see a black-and-red blob coming after you.

Fortunately, Vanitas has all the same weaknesses. When you fight him at mid range, it's easy to hit him with your Shotlock, and you can usually begin the battle with a maxed-out Shotlock blast that wrecks more than a full life bar worth of damage. You can still immobilize Vanitas with commands like Zero Gravity, Freeze Raid, or Deep Freeze. This provides a perfect opening for a powerful follow-up combo, such as your new Time Splicer. Another great strategy against Vanitas is to use any of the Mine commands, such as Mine Shield, Mine Square, or Seeker Mine.



BOSS

NEVER LAND





# TREASURES

## MYSTERIOUS TOWER

-  1 MEGALIXIR
-  2 MAGNEA
-  3 SHIMMERING CRYSTAL

## TOWER ENTRANCE

-  4 MEGA MAGIC RECIPE
-  5 DONALD STICKER

# Mysterious Tower



AQUA WALKTHROUGH

## UNVERSED

COMBAT LEVEL 5

### BLUE SEA SALT

HP	40
EXP	20
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

### HARERAISER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### BRUISER

HP	60
EXP	33
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### SCRAPPER

HP	40
EXP	13
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### FLOOD

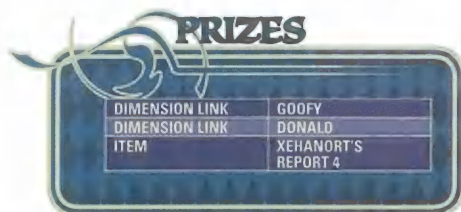
HP	20
EXP	3
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## ESCORT MICKEY BACK TO THE MYSTERIOUS TOWER

After the battle with Vanitas, Aqua experiences a series of events that ends with her finding a wounded Mickey. Bring him to the newly unlocked Mysterious Tower, where Yen Sid tends to him and gives Aqua some disturbing news.

Before you leave, be sure to claim the three treasure chests outside the tower, and the fourth inside. Don't miss the hard-to-see sticker at the tower's ground floor; it's just to your left when you're facing the front door. Jump up and perform a Doubleflight to grab it with ease.



## COMPLETE YOUR STICKER COLLECTION

Before you visit the Keyblade Graveyard for the final battle, you may want to do some backtracking to pick up a handful of stickers and treasure chests you missed along the way. Also, Aqua should be powerful enough to tackle the Mirage Arena. If she clears all of the Arena battles, she can earn her ultimate Shotlock: Lightbloom.



In the Dwarf Woodlands, warp to the Courtyard, where you can easily Doubleflight to the chest that contains Fission Firaga. Once you gain Fission Firaga, you can meld it with Crawling Fire to make the powerful Mega Flare.

Then enter the Waterway and make your way to the Vault. Use some sort of Fire spell to activate the bubble furnace, and ride the bubbles to the top. From there, you can easily Doubleflight to this area's final sticker.



Warp to the Dungeon Cell in the Enchanted Dominion, and use your Doubleflight to reach the crumbling ledge from the dungeon floor. From there, you can Doubleflight to the sticker.



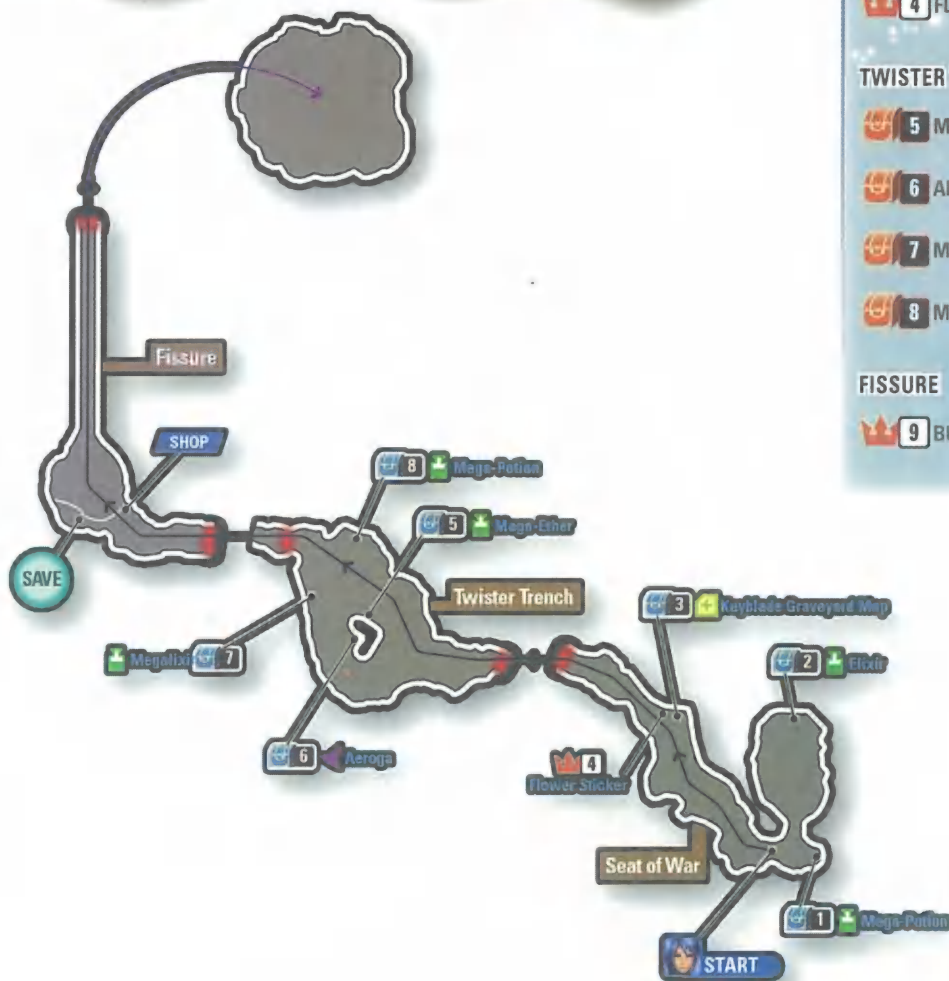
In Disney Town's Main Plaza, use your Doubleflight to reach the Minnie Sticker above the central pagoda.

MYSTERIOUS TOWER





# KEYBLADE GRAVEYARD



## TREASURES

### SEAT OF WAR

- 1 MEGA-POTION
- 2 ELIXIR
- 3 KEYBLADE GRAVEYARD MAP
- 4 FLOWER STICKER

### TWISTER TRENCH

- 5 MEGA-ETHER
- 6 AEROGA
- 7 MEGALIXIR
- 8 MEGA-POTION

### FISSURE

- 9 BUBBLE STICKER

## RUN THE TWISTER TRENCH GAUNTLET

After you speak with Yen Sid, you unlock your final destination: the Keyblade Graveyard. Scoop up the three chests and the easy sticker in the Seat of War landing spot, and then continue down the path to Twister Trench.

## TORNADO GRINDING

Just in case you're looking to grind a few levels using the enemies that spawn in Twister Trench's tornadoes, once all the tornadoes are cleared, they do not re-spawn unless you leave the world completely.



## BLUE SEA SALT

HP	61
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## BRUISER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BUCKLE BRUISER

HP	98
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## CHRONO TWISTER

HP	92
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## FLOOD

HP	31
EXP	10
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## HARTEAISER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## MANDRAKE

HP	73
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

## RED HOT CHILI

HP	31
EXP	24
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

## SCRAFTER

HP	61
EXP	48
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SHOEGAZER

HP	61
EXP	43
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SONIC BLASTER

HP	79
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0

## TANK TOPPLER

HP	110
EXP	120
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## TRIPLE WRECKER

HP	85
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

\* Elemental weaknesses and resistances vary by the color of the central component: red is weak to Blizzard and resistant to Fire; blue is weak to Fire and resistant to Blizzard; and yellow is resistant to Thunder.

## VILE PHAL

HP	49
EXP	72
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

## YELLOW MUSTARD

HP	73
EXP	96
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75





Fast-moving tornadoes sweep this wide gulch. Each tornado warps you into a special battlefield for a multi-round fight with unusually large and powerful Unversed. These battles present a great opportunity to level up your stats and commands, but they can be quite dangerous. Watch for the Mandrakes' spinning green blades, which inflict a ton of damage and can hit you from all directions in the wide-open battlefields. Move quickly to slay them all. Aqua's cartwheel is the most effective way to approach and slay the Mandrakes without taking damage.



An additional four chests are in the Twister Trench, but Aqua doesn't find her final sticker here. It's floating in the Fissure area to the west of the trench, where you also find the final shop and save point. A tough pair of bosses is ahead, so make sure to equip plenty of restorative spells and items, such as Cura, Megalixir, and Mega-Potion. Melding Cura (or Esuna) and Barrier to make Renewal Barrier is a great idea. This gives Aqua the ability to heal while blocking.



# Braig

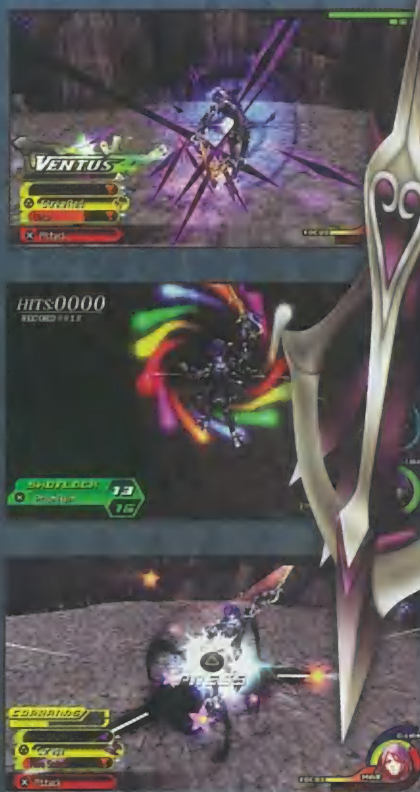
HP	750
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

POWER-UP	MAXIMUM HP UP
----------	---------------

close range. Besides, you can't block all of Braig's bullets this time; if he fires black or larger-than-normal projectiles, you need to run. If he fires from midair, you can usually find a safe spot beneath him from which you can strike back or cast healing spells.

The key to your offense is the Shotlock. Braig can warp but he doesn't move particularly fast, so your Shotlock bullets rarely have trouble catching up to him. They also provide a moment of invulnerability that can be invaluable when he's returning fire. When you do reach him, it's good to have some combo commands loaded on your Command Deck; Time Splicer is particularly good at following a moving target.



## Survive Braig's Ballistic Barrage

The first foe waiting for Aqua is Braig. He warps around the battlefield, firing waves of bullets from a distance, along with rapid-fire bursts at close range. Aqua's Barrier can block most of them, but you won't get far with that strategy. Air Sliding or cartwheeling over to him provides just as much protection, simultaneously giving you an opportunity to retaliate at



BOSS



# Ventus/Vanitas

HP	1000
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

ITEM XEHANORT'S REPORT 7

## Free Ventus from Vanitas

Vanitas is tougher than ever, but this time you have Mickey Mouse fighting by your side. Mickey doesn't deal large amounts of damage, but his distractions give Aqua plenty of openings to dig into Vanitas with combo attacks like Aerial Slam or Time Splicer. As always, any of the Mine abilities work great against Vanitas as well. You can also use Mickey and Aqua's co-op Burst of Faith attack, which provides temporary invulnerability and can usually deliver a solid chunk of damage to Vanitas.

Vanitas's ground-burrowing Shadow Dive move remains his primary threat, and you need to avoid it with a steady stream of cartwheels. He's no longer vulnerable to any status effects, so stick to the basics of powerful Shotlock bursts and lengthy combo attacks. Either move is easier to hit with if you execute them while Vanitas is locking Keyblades with Mickey.

One of Vanitas's new moves is a massive white explosion that requires several seconds of charge time. When you see him gearing up for it, seize the opportunity to pound him for a few easy hits, but don't get greedy. You need to start running before he can unleash the waves of destruction. If you can't get out of the way in time, at least use a recovery item or spell to ensure that Aqua survives the blast.



BOSS





# FINAL EPISODE & SECRET BOSSES





## FINAL EPISODE

Once you complete the game with your third character and you've collected all of Xehanort's Reports, you're prompted to create a new save file titled "Final Episode." Load this save file, and you discover that there's still more game left to play.

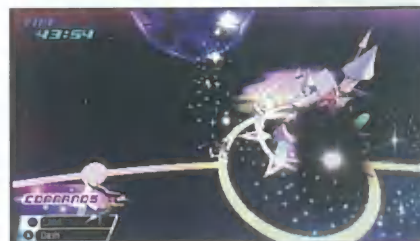
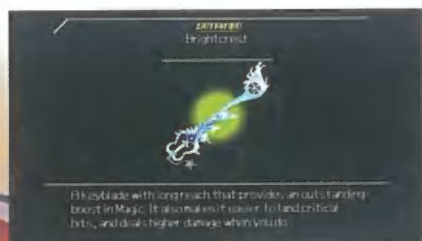
If you clear all three storylines but you have not collected all the Xehanort Reports, you must grab the final reports and clear the storyline of one of the characters again.

### XEHANORT'S REPORTS

REPORT	CHARACTER	LOCATION
XEHANORT'S LETTER	VENTUS	RECEIVED AFTER LEAVING LAND OF DEPARTURE.
XEHANORT'S REPORT 1	VENTUS	FOUND IN LAUNCH DECK TREASURE CHEST (DEEP SPACE).
XEHANORT'S REPORT 2	TERRA	PRIZE FOR DEFEATING BRAIG IN RADIANT GARDEN.
XEHANORT'S REPORT 3	AQUA	FOUND IN MERLIN'S HOUSE TREASURE CHEST (RADIANT GARDEN).
XEHANORT'S REPORT 4	AQUA	RECEIVED AFTER SPEAKING TO YEN SID IN THE MYSTERIOUS TOWER.
XEHANORT'S REPORT 5	TERRA	PRIZE FOR CLEARING "WEAVER FEVER" ARENA MODE EVENT IN MIRAGE ARENA.
XEHANORT'S REPORT 6	AQUA	PRIZE FOR DEFEATING BOSS OF ENCHANTED DOMINION.
XEHANORT'S REPORT 7	AQUA	PRIZE FOR DEFEATING FINAL BOSS OF KEYBLADE GRAVEYARD.
XEHANORT'S REPORT 8	TERRA	PRIZE FOR DEFEATING MASTER ERAQUS.
XEHANORT'S REPORT 9	VENTUS	RECEIVED AFTER DESTINY ISLAND EVENT SCENE.
XEHANORT'S REPORT 10	VENTUS	PRIZE FOR DEFEATING FINAL BOSS OF KEYBLADE GRAVEYARD.
XEHANORT'S REPORT 11	TERRA	PRIZE FOR DEFEATING FINAL BOSS OF KEYBLADE GRAVEYARD.
XEHANORT'S REPORT 12	VENTUS	FOUND IN SEAT OF WAR TREASURE CHEST (KEYBLADE GRAVEYARD).

## RETURN TO THE RADIANT GARDEN

You control Aqua, who receives the Brightcrest Keyblade after a series of events. She then returns to the World Map, where you see a suspicious black cloud around the Radiant Garden. That's the scene of this episode's ultimate battle, but you needn't rush over there. You're free to visit the Mirage Arena, complete your sticker collection, or take care of any other unfinished business you may have. In the Mirage Arena, Aqua can obtain her ultimate Shotlock and the Ultima Weapon Keyblade. If you have trouble with the boss ahead, a little time spent leveling up your character and abilities in the Mirage Arena or a late-game area could make a big difference.



### PRIZES

KEYBLADE

BRIGHTCREST



# Terra/Xehanort

HP (FIRST FORM)	1200
HP (SECOND FORM)	1500
STRENGTH	27
DEFENSE	16
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.75

## Free Terra from Xehanort's Clutches

Before you begin this battle, make sure Aqua has the Once More and Second Chance abilities, which are total lifesavers [here](#). A fully maxed-out Dark Screen ability also helps. Your Command Deck should include multiple recovery spells or items—don't forget to set a shortcut.

Few offensive commands are useful in this fight, but Magic Hour and Time Splicer are fantastic combos that Terra/Xehanort cannot dodge effectively. You should have found Time Splicer in the Rainbow Falls area of Never Land, and you can easily whip up Magic Hour by melding either Aeroga and Barrier Surge (add a Pulsing Crystal to get the Second Chance ability), or Zero Graviga and Blitz (add a Shimmering Crystal for Dark Screen).

Your humble Barrier is the key to this fight. You can use it to bounce Terra/Xehanort's black Shotlock bullets back at him, dealing small amounts of damage that add up quickly. When Terra/Xehanort comes in for a combo, a timely block and Counter Blast protects Aqua and knocks away a few more Hit Points. When Terra stops after sliding around the battlefield, fire up Magic Hour or Time Splicer; it doesn't always work, but

you can get lucky and deal a ton of damage. Just be ready to block when Terra/Xehanort manages to dodge and retaliate.

Terra/Xehanort is quite skilled at dodging Shotlock blasts in this fight's first stage, but you have little to lose by trying it when he's far away. Attempt only a few bullets at a time—he rarely stays still long enough to take a full load.



BOSS



## Purge the Darkness within Terra

Once you cut through Terra/Xehanort's lifebar, the demonic presence within him emerges for a second round. Don't worry; this fight is actually easier than the first. Among Terra/Xehanort's new attacks are long-distance moves, like firing a twin energy wave. These provide a perfect opportunity to go nuts with your Shotlock. Start to lock on when you see the demon's arms turn blue, and release it so you're in the invulnerable Shotlock animation sequence when the energy waves would make contact. You can also do this when Terra/Xehanort starts to throw dark-energy orbs.

But don't attempt your Shotlock when Terra/Xehanort isn't attempting a move, or he sends a shadowy arm to attack you from below. It's important to keep moving in this fight, so the quick-warping Magic Hour and Time Splicer combos continue to prove effective.



After around 30 seconds of fighting, and periodically after that, Terra/Xehanort pulls Aqua into an alternate dimension and attacks her by throwing a series of dark orbs. Avoid them easily by cartwheeling diagonally toward Terra/Xehanort. When you get close, resist the temptation to attack—you can pull off a far more effective move here. Get close to Terra and press the  $\odot$  button when the prompt appears. Then press the  $\otimes$  button when the circle closes around the next button prompt. When you do this correctly, Terra joins Aqua in a "Dual Limit" attack against the demonic presence. This move can deal a ton of damage, but only if you nail the timing.



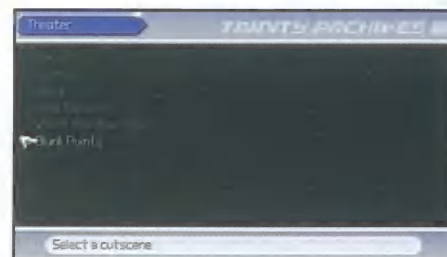
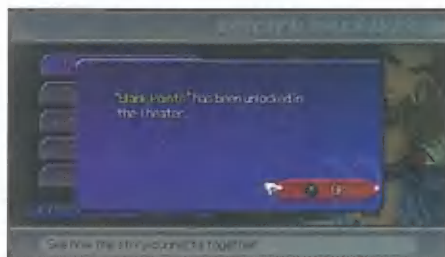


# Secret Movie

## FILL IN THE "BLANK POINTS"

After you defeat Terra/Xehanort, you have another opportunity to save your game. After doing so, return to the title screen and check out the Trinity Archives. If you assembled all of the Xehanort's Reports and met the conditions of your difficulty setting, you receive a notice that you've unlocked Blank Points, the secret post-ending movie of *KINGDOM HEARTS Birth by Sleep*, in the Trinity Archives Theater.

To recap, if you're playing in Proud Mode or higher, you only need to have beaten the game with each character and cleared "Final Episode." If you're playing at the Standard difficulty setting, you need to complete all of the categories in the Reports menu on top of finishing "Final Episode."



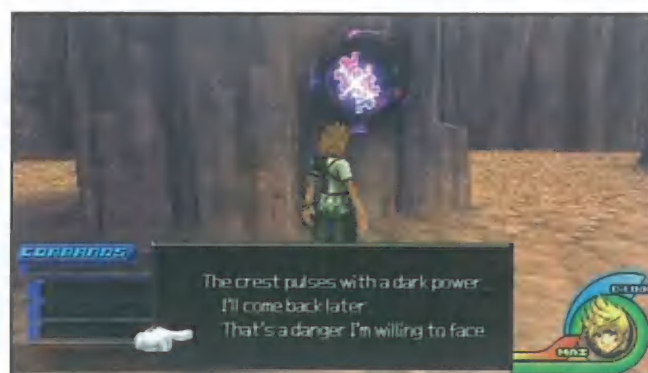
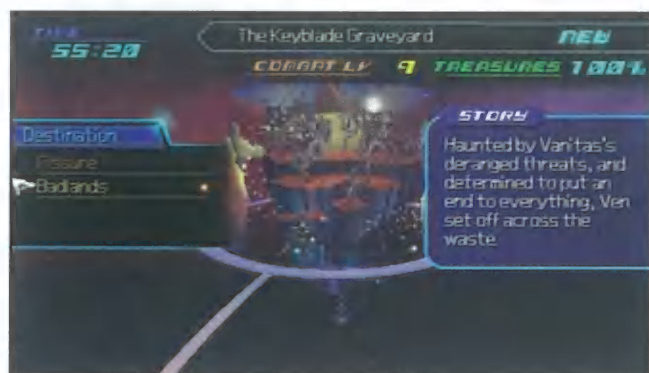
DIFFICULTY MODE	CONDITIONS FOR UNLOCKING "BLANK POINTS"
BEGINNER	NOT ACCESSIBLE.
STANDARD	MUST COMPLETE "FINAL EPISODE" AND THE ENTIRE REPORTS MENU.
PROUD	MUST COMPLETE "FINAL EPISODE."
CRITICAL	MUST COMPLETE "FINAL EPISODE."

# Secret Bosses

## BATTLE THE SPIRIT OF VANITAS

Once you create a save file after completing the Final Episode, you can reload an old save file and seek out the first of two new hidden bosses. Don't use your Final Episode save file, because you can't reach the second boss with that, but any other starred completion file will do.

You find the first hidden boss in the Keyblade Graveyard. When you choose to land, you have the option to arrive in a new "Badlands" area, which is just Twister Trench without the twisters. Examine the crest on the spire to trigger the battle.





# Vanitas's Lingerin Spirit

HP	200
STRENGTH	30
DEFENSE	27
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 0.5
FIRE	X 0.25
BLIZZARD	X 0.25
THUNDER	X 0.25
DARK	X 0.25

## PRIZES

KEYBLADE VOID GEAR

## Defeat Vanitas's Lingerin Spirit

This battle can be extremely difficult. Vanitas is so powerful that almost any of his attacks can be a one-hit kill; only your Second Chance and Once More abilities will allow you to survive long enough to take a second hit. Needless to say, you must master those abilities before this fight begins. Vanitas has only one HP bar, but his high defense scores and elemental resistances make it difficult to punch damage through.

Don't ever use Cure-series recovery spells in this fight, as they allow Vanitas to copy the effect

and cast it himself. Instead, fill your Command Deck with Potions. Even normal Potions will do—your HP total doesn't matter as long as it's higher than 1. You should also refrain from using any enhanced form of evasion. Action commands like Firewheel and Thunder Roll provide a much shorter period of invulnerability than the standard

Cartwheel and Dodge Roll; that brief window of invulnerability will save your life countless times in this fight. Generally, you also want to evade Vanitas's attacks, and never block them.

Very few offensive commands are effective in this fight. One is Ventus's Tornado, which deals a surprising amount of damage. But Aqua and Terra need to rely solely on the Mine series of spells: Mine Shield, Mine Square, and Seeker Mine (only Aqua can use Seeker Mine). When you have an opening, set a trap, and then cartwheel, roll, or dash away. Maneuver in a way that puts the mines between you and Vanitas, and he usually blunders into them.

It takes a bit of practice to learn when it's safe to quaff a Potion or drop some mines, but you can generally do so without repercussion after Vanitas

swings and misses. But it's not worth attempting commands when Vanitas uses the move in which he hides in a black orb in the center of the battlefield and sends a series of shadow duplicates after you. This is a very powerful attack, and it's the one Vanitas almost always chooses to open the fight. To prevent him from using it, start the battle using your evasion skill—rush up to Vanitas and sucker-punch him once or twice with a standard attack. That throws him off his game and keeps this deadly attack at bay. Dodge and drop mines for the rest of the fight.





## FACE YOUR GREATEST CHALLENGE

Save the game after you defeat Vanitas's Linging Spirit, and then load a saved file in which you have access to the Land of Departure. When you land on that world, you trigger an event in which your hero discovers a mysterious figure at the Summit area. This is the game's ultimate challenge.





# Mysterious Figure

HP	999
STRENGTH	?
DEFENSE	?
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PRIZES

KEYBLADE	NO NAME
----------	---------

or give up on attack commands entirely and fill your Command Deck with recovery commands. You can often safely squeeze off a Curaga spell immediately after one of your opponent's attacks knocks you upward or backward.

The heart of your offense should be your Shotlock, which damages your foe and provides a crucial second of invulnerability that, if timed correctly, allows you to avoid any of his attacks. After you unleash your barrage, lock back onto your foe so you can see what he's doing. Use your evasive ability to dodge until he provides an opening for another Shotlock barrage. Using a long-range attack also protects you from some of your foe's powerful counterattacks, such as slowing your movement while he moves at a normal rate. Counterattacks like that make any sort of melee strike a losing proposition. Stick with your Shotlock and rely on Elixirs, Megalixirs, and Mega-Ether to ensure you never run out of juice.

## Defeat the Mysterious Figure

Once again, your foe deals so much damage that you have little hope of surviving any of his attacks with more than 1 HP remaining. But unlike the previous fight, there's no penalty for using recovery spells here. Just don't expect your opponent to give you many opportunities to use them. He strikes whenever he senses a moment's opening, such as the instant before or after you cast a spell or trigger an offensive command. Most of the game's most powerful commands take too long to trigger to be useful here. Use only your swiftest attacks,





# MINI-GAMES

In addition to your main quest, you can find plenty of distractions in the mostly optional worlds of Disney Town and the Mirage Arena, and even in your own Camp Menu. Besides offering a pleasant way to pass the time, these mini-games offer several valuable rewards.



## CAMP MENU GAMES

### STICKER COLLECTING

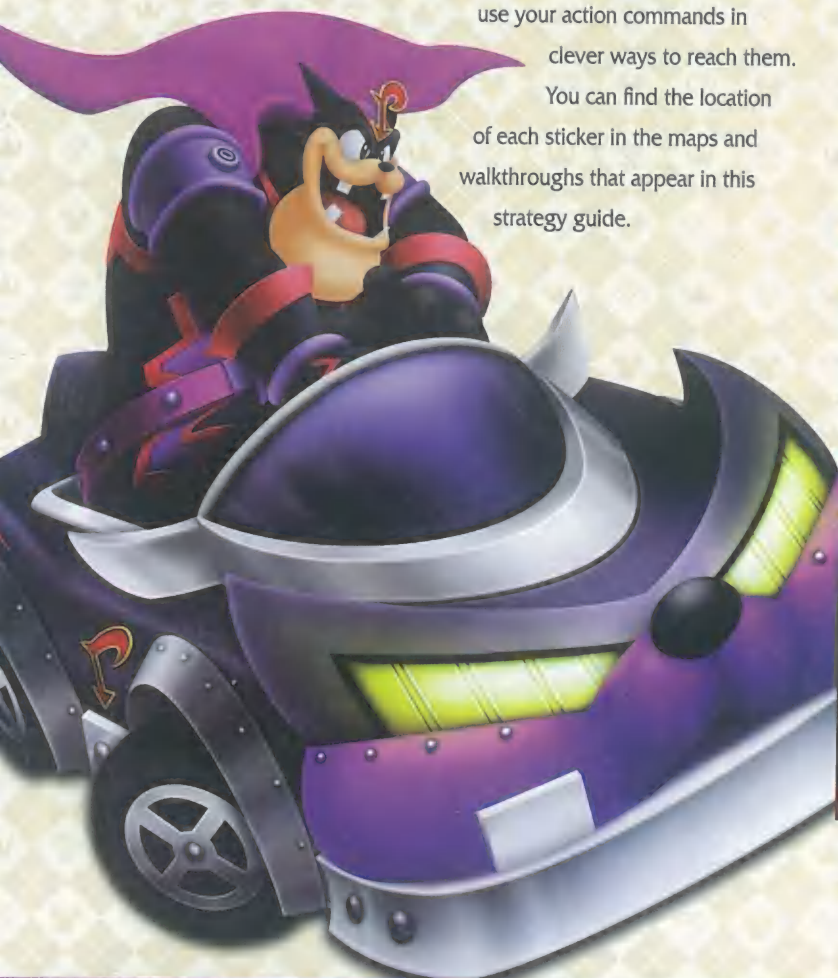
In each world you visit, each character can find between one and three stickers that appear as shimmering golden crowns. Different characters find stickers in different places, and you often need to use your action commands in clever ways to reach them.

You can find the location of each sticker in the maps and walkthroughs that appear in this strategy guide.

Once you find a sticker, you can go to the Reports section of your Camp Menu, select your Sticker Album, and choose the "Arrange Stickers" command. By peeling stickers off the left page and sticking them on the right page, you convert them into points. Experiment with different locations, as doing so may slightly affect their point value. At certain point milestones, your characters receive items or commands as rewards, so stick 'em as you get 'em.

### STICKER COLLECTION REWARDS

POINTS	TERRA	VENTUS	AQUA
20	Pulsing Crystal	Wellspring Crystal	Ignite
40	Fireworks	Hungry Crystal	Shimmering Crystal
60	Limit Storm	Fireworks	Stop Barrier
80	Sonic Blade	Collision Magnet	Deep Freeze
100	Secret Gem	Salvation	Secret Gem





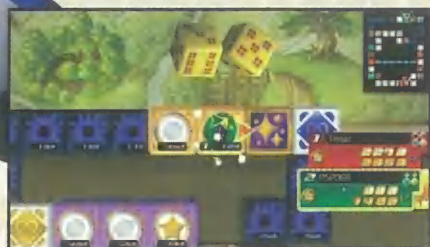
# COMMAND BOARDS

## COMMAND BOARD BASICS

Command Boards are board game-style mini-games in which players compete with each other or NPC opponents in a race to earn a target amount of GP (game points). At the beginning of each turn, players roll a die and move the number of squares shown on the die. The basic idea is to pass each of the colored Checkpoints (Yellow, Red, Green, and Blue) and then return to the Start Panel to collect a bunch of GP and refill your hand. Once a player earns the amount of GP needed for victory, he or she must return to the Start Panel to win.

Your hand is composed of commands from your inventory. You can spend them on one-time effects, such as adding an extra die to your die roll or stunning a rival player. Or you can play them on blank Command Panels when you land on one. When rivals step on a panel you've secured with a command (and a GP payment), they have to pay you GP for tramping on your turf.

Use your command cards aggressively; you earn a new one every time you pass a Checkpoint, as well as a whole new hand of them whenever you pass the Start Panel. Don't be afraid to spend your GP freely as well; your game score is based on the total amount of GP you earn throughout the game (the bottom number by your name), not the amount you have on hand (the top number by your name).



## COMMAND BOARD REWARDS

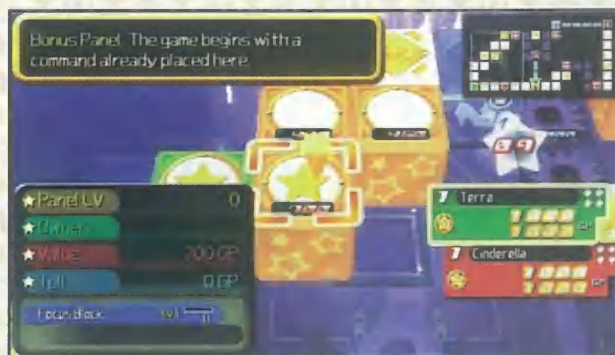
The Command Board offers a variety of rewards. The commands you attach to Command Panels gain a bunch of CP at the end of the game, whether you win or lose—although you gain more for winning. You can also earn entirely new commands: Each board begins with a number of Command Panels that are already filled, and if you buy those panels with GP, the commands are yours to keep. This makes the Command Board a great way to earn commands early in the game.

## COMMAND BOARDS

COMMAND BOARD	UNLOCK CONDITION
Keyblade Board	Finish the Mark of Mastery exam
Royal Board	Clear Castle of Dreams
Spaceship Board	Clear Deep Space
Toon Board	Clear Disney Town
Skull Board	Clear Never Land
Honey Pot	Examine the book in Merlin's Radiant Garden home
Secret Board	Win at least one game in each Command Board

There are two ways to play the Command Board mini-game. You can fire it up from your Camp Menu when you're at a save point or the World Map, or you can play it in the Mirage Arena. You find a very limited assortment of commands on the Command Board when you play it in the Mirage Arena, and you never find any of the rare commands. So, if you're trying to win commands, always play from your Camp Menu.

The exact commands that appear on a Command Board may shift from game to game. Some are random, some appear only for certain characters, and some are replaced with new commands once they're taken. However, the rare commands in the following lists should always appear until your character claims them, at which point they disappear from the board forever.





# COMMAND BOARD PANEL COMMANDS

## RARE COMMAND

Ragnarok

## COMMON COMMANDS

Aero

Blizzard

Confuse

Cure

Magnet

Poison Edge

Slow

Strike Raid

Zero Gravity

## KEYBLADE BOARD



## RARE COMMANDS

Focus Barrier (Aqua)

Focus Block  
(Terra/Ventus)

Meteor Shower

## COMMON COMMANDS

Blackout

Bind

Fire

Fire Dash

Stop

Stun Edge

Thunder

Wishing Edge

## ROYAL BOARD



## RARE COMMANDS

Photon Charge

Munny Magnet (Aqua)

## OTHER COMMANDS

Aerial Slam

Aero

Aerora

Binding Strike

Blitz

Firaga

Magnega

Mind Square

Poison Edge

Quick Blitz

Zero Gravira

## SKULL BOARD



## RARE COMMANDS

Sacrifice (Terra)

Thunder Roll (Ventus)

## OTHER COMMANDS

Confusing Strike

Fira

Fire Surge

Mine Square

Thundara

Zero Gravira

## HUNNY POT BOARD



## RARE COMMANDS

Lightning Ray

Limit Storm (Terra)

## COMMON COMMANDS

Aerora

Blackout

Firaga

Ignite

Mini

Sonic Blade

Thundaga

Thundara

Zero Gravira

## SPACESHIP BOARD



## RARE COMMANDS

Fission Firaga

Lightning Ray

Ragnarok

## OTHER COMMANDS

Aerial Slam

Aeroga

Aerora

Blitz

Confusing Strike

Cura

Fire Dash

Fire Surge

Magnega

Sonic Blade

Thundaga

Thunder

Thunder Surge

Zero Gravira

Zero Gravira

## SECRET BOARD



## COMMON COMMANDS

Bind

Binding Strike

Blackout

Blizzara

Blizzard

Blizzard Edge

Confusion Strike

Cure

Deep Freeze

Freeze Raid

Stopra

Zero Gravira

## TOON BOARD





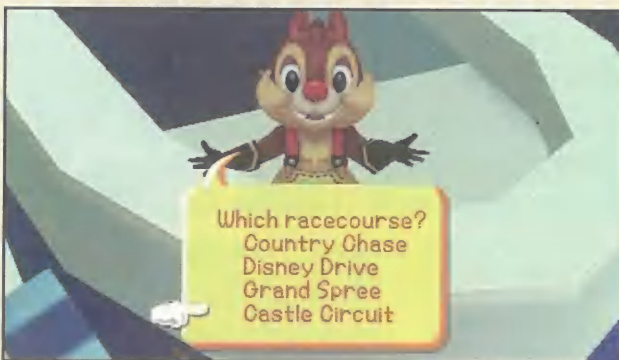


# DISNEY TOWN GAMES

## RUMBLE RACING

You can challenge the game's four racecourses at the Rumble Racing track either in Disney Town or the Mirage Arena. When you play in Disney Town, you unlock the third and fourth courses by scoring high finishes in the first two available tracks, and you can earn a cool prize for finishing the final race. The Mirage Arena doesn't award normal prizes, but players can earn medals based on their performance and can raise their Arena Level by beating target times.

Victory is a matter of choosing the right course, using your weapons liberally while avoiding your opponents' attacks, and making sharp turns quickly by holding the brake and accelerator together (the  and  buttons). Players can get a head start at the beginning of each race by pressing the accelerator only after the "1" of the countdown fades, just before the word "Go!" appears.



## COUNTRY CHASE

Stick close to the right wall and hit the first ramp to jump onto a mountain ledge that offers this track's only shortcut. Hang a hard right when you return to the track, and stick close to the right wall to be in a better position to avoid the two tornadoes just ahead. If you focus on a fast start and never miss the shortcut, you should stay far enough ahead that you won't need to worry about your rivals.



PRIZE FOR TOP-THREE FINISH	HI-POTION
MIRAGE ARENA TARGET TIME	5 LAPS IN 2:30

## DISNEY DRIVE

Disney Drive is an extended version of Country Chase that adds a long, straight city segment after the first shortcut. Hit the first ramp in the city, and pilot your Keyblade through the center of the midair dash ring that follows it. That should keep you high enough above the track that you can blast directly through the tornado ahead without being spun off course. A new shortcut is at the map's southern tip, where a ramp propels you onto a thin ledge. Make a sharp right turn when you land, and then bear gently to the right when you run out of ledge. After that, try to stay toward the center of the track so you can hit the shield in the tunnel; that should keep you safe from your rivals for a while.



PRIZE FOR FIRST-PLACE FINISH	FIRE DASH
MIRAGE ARENA TARGET TIME	5 LAPS IN 5:00



## GRAND SPREE

Grand Spree is basically a reversed and remixed version of Disney Drive. In the city stretch, the shortcut added to Disney Drive is boarded up, but you can still use the ramp to leap up to the ledge and grab a shield. Two ramps later, launch yourself straight through the tornado

so you're in position to hit the next ramp, which is across the street. When you reach the old Country Chase shortcut, you may not want to bear left to rejoin the course at the end of the ledge. If you instead go straight off the ledge, you can hit a shield on the lower course before you turn. This could cost you a second, but the invulnerability gets you safely across the finish line.



PRIZE FOR FIRST-PLACE FINISH	AERORA
MIRAGE ARENA TARGET TIME	5 LAPS IN 5:00

## CASTLE CIRCUIT

The key to this confusing course is right at the beginning. To get onto the optimal route, hang a sharp left when you first get out into the grass. Then decelerate a little and hang a sharp right. Driving down the center of the ramp sends you into the fenced-in pit, shaving off a few seconds. The next move is easier,

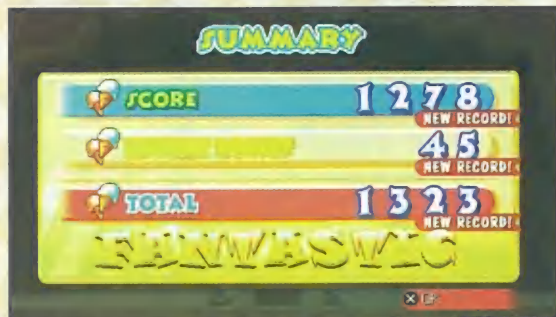
but even more essential: A series of Mickey-head obstacles guides you onto one of two paths. Just follow the wooden ledge if you get the right-hand path. If you get the left path, you need

to hit the first ramp and then hit the second, or make sure you're going fast enough to reach the ledge against the far wall without it. Hang a sharp left, and you find yourself on the optimal course through the track.



PRIZE FOR FIRST-PLACE FINISH	VICTORY LINE KEYBLADE
MIRAGE ARENA TARGET TIME	5 LAPS IN 5:30

## ICE CREAM BEAT







In Ice Cream Beat, your hero sits on top of an ice-cream cannon and blasts ice cream onto Huey, Dewey, and Louie's ice-cream cones, mimicking a predetermined beat. Your goal is to memorize the rhythm of the ducklings' claps, and then replicate it by firing one shot of ice cream to the appropriate duck's cone for each clap. You get points for accurately matching the beat, along with bonus points for your highest combo, as well as the height of the ice cream cones at the end of the game. At certain points in each beat, you have an opportunity to unleash a rapid-fire barrage of ice cream to build up your combo score. High scores unlock new songs and more challenging versions, while nearly perfect scores yield prizes primarily of consumable items, such as Chaos Crystals and Mega Potions. The big prize is the Frozen Fortune Command Style, which you can win by earning a "Fantastic" score on the Master Mode version of "Dessert Paradise."

SONG	MASTER MODE PRIZE	AFTER CLEARING MASTER MODE
IT'S A SMALL WORLD	ELIXIR	ETHER
BLAST AWAY! -GUMMI SHIP II-	BLIZZARA	ETHER
DESSERT PARADISE	FROZEN FORTUNE	HI-POTION
DESTINY ISLANDS	CHAOS CRYSTAL	HI-POTION
HAND IN HAND*	BLIZZAGA	MEGA-POTION

\* HAND IN HAND ALSO HAS A PRIZE FOR ITS BEGINNER MODE: FREEZE RAID



## FRUITBALL

Fruitball is a simple game in which players try to knock bouncing fruits into each other's goals. You can jump as normal by pressing the  button, swing your Keyblade like a racket via the  button, put some spin on your shot with the  button, or bounce a fruit up for a devastating spike with the  button. Against tougher foes like the final opponent, you want to spike the fruit when the enemy goal is on the ground, and focus on defense when the enemy goal is floating in the air. Use the analog stick to aim your fruit toward the goal whenever you take a swing.

### FRUITBALL OPPONENTS

ROUND	OPPONENT	PRIZE
1	BRUISERS	BALLOON LETTER
2	CHIP & DALE	MAGNERA
3	CAPTAIN DARK/JUSTICE	CHAOS SNAKE (SHOTLOCK)

Each fruit behaves differently, with grapes and bunches of bananas breaking up after they sustain a certain amount of damage. Each individual grape can score a goal, while bananas splinter into banana peels that stun any player that steps on one—you can rotate the analog pad to speed up the stun recovery process. Always try to spike these dangerous fruits to increase the odds of them breaking up on your opponent's side of the court.



## SMASHING ORBS WITH HERCULES

In addition to the wide variety of games in Disney Town, there's a mini-game that you can play only in the Olympus Coliseum, and only when you return to that world after completing your primary mission there. To try it, speak to Hercules in the Vestibule, and agree to join him in an urn-smashing training session. Use area-effect commands and Combat Styles to smash whole groups of urns simultaneously. Or give barrels a whack to knock them down, then jump onto them and ride around the battlefield to smash every urn you touch. The prize for your first victory is the Sonic Blade command; after that, you receive Panaceas instead.





# THE MIRAGE ARENA

## MIRAGE ARENA BASICS

The Mirage Arena is the central hub for all the multiplayer options in *Kingdom Hearts: Birth by Sleep*. Here, players can meet up over a local wireless connection and battle each other in the Versus Arena, at Rumble Racing, or compete on a Command Board. There are also more than a dozen combat missions in Arena Mode that players can challenge with parties of their friends.

Solo players can visit the Mirage Arena to challenge most of these games alone. In fact, everyone should make a point to challenge at least a few of the Arena Mode events, because doing so is a good way to earn HP bonuses, new Keyblades, Command Styles, and Shotlocks. It's also the only way to earn one of the crucial Xehanort Reports that are a prerequisite to unlocking the game's final chapter.



## GETTING STARTED

When you first arrive at the Mirage Arena, you get to design your avatar by selecting its name and color scheme. You're then prompted to choose online or offline play. If you select online play, the game searches for nearby friends with whom you can share a lobby.

Whether you're playing with friends or going it alone, you start up a game the same way. Approach the terminal in the lobby, and select the game you want to play and all its parameters. Then go the center of the lobby and press the button. Wait for your friends to do the same, if you're playing together, and then press the button to begin the game. Note that you're able to play only those Arena Mode events that are at or below your Arena Level.





## ONLINE AND OFFLINE MODES

GAME MODE	MULTIPLAYER	SINGLE-PLAYER
Versus Arena	Up to six friends can break into teams and battle each other in a variety of arenas.	Not available
Arena Mode	Up to three players can team up to challenge special combat missions.	Solo players can challenge the same combat missions.
Command Board	Up to three players can play any unlocked Command Board.	Solo players can play any unlocked Command Board against NPC opponents.
Rumble Racing	Up to six players can compete on any Rumble Racing track.	Solo players can compete against NPC opponents on any Rumble Racing track.

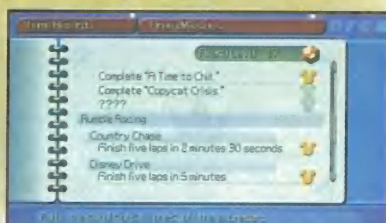
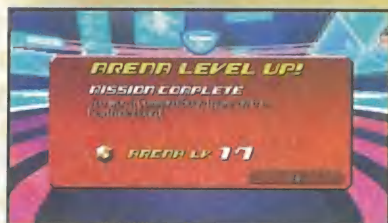
## RAISING YOUR ARENA LEVEL

Your Arena Level determines which Arena Mode events you can sign up for, what prizes you can buy at the Mirage Arena Shop, and what sort of icon appears by your character's name. Your Arena Level increases by one whenever you succeed at one of the following arena challenges:

- ◆ Complete an Arena Mode event (once per event).
- ◆ Beat a racetrack's target time at Rumble Racing (once per track).
- ◆ Beat a Command Board (once per board).
- ◆ Reach various milestone numbers of medals earned (see the following chart).

MEDAL MILESTONES
300 Medals
1,000 Medals
3,333 Medals
5,555 Medals
7,777 Medals
9,999 Medals

You can track your success at earning the various Arena Level boosts by opening your Reports menu, choosing Game Records, and then selecting Arena Missions.



## THE MEDAL SHOP

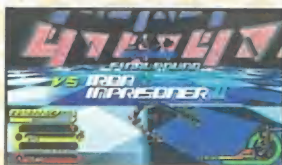
Whenever you complete an event, you earn medals you can spend at the Mirage Arena's Medal Shop. The shop sells some general-use items, but it specializes in multiplayer skills, like Group Cure, and one-time tickets to arena events, which allow you to ignore Arena Level restrictions. Note that for an item to be offered for sale, you need to meet both its Shop Level and Arena Level prerequisites, so not all the items listed here are available in the early stages of the game. (Refer to the Commands section in this guide for more information about Shop Levels.)



ITEM	ARENA LEVEL	MEDAL COST
Group Cure	1	180
Group Cura	5	360
Group Curaga	10	500
Group Esuna	5	360
Confetti	1	150
Fireworks	5	400
Taunt	1	100
Victory Pose	1	100
Vanish	5	750
Trinity Limit	1	1400
Voltage Stack	5	1800
Unison Rush	10	3000
Flame Salvo (Aqua only)	5	900
Zanetsuken (Terra only)	8	1000
Photon Charge	10	1600
Bio Barrage	15	2500
Risky Ticket	1	150
Sentinel Ticket	1	200
Anger Ticket	5	250
Threat Ticket	5	400
Treasure Ticket	5	600
Chill Ticket	5	550
Shimmering Crystal	1	300
Fleeting Crystal	1	350
Pulsing Crystal	1	300
Wellspring Crystal	1	300
Soothing Crystal	1	400
Hungry Crystal	1	350
Abounding Crystal	1	400
Chaos Crystal	10	500
Secret Gem	15	1500
Giga Magic Recipe	10	2000
Giga Attack Recipe	10	2000

## MIRAGE ARENA EVENTS

The meat of the Mirage Arena are the Arena Mode events. Each features several rounds of fights against standard enemies, usually capped by a fight with one or more of the eight arena bosses, five of which are exclusive to the arena. It's from these events that you earn the arena's top prizes: stat boosts, Keyblades, Command Styles, Shotlocks, and a Xehanort Report. You can't pause or open your Camp Menu during an event, so make sure you fill out your Command Deck with your most powerful attack and healing commands before you press the button.





## ARENA MODE EVENTS

ARENA LEVEL	BATTLE	RISK	ROUNDS	BOSS	MEDALS	OTHER REWARDS
1	Day of Reckoning	★	4	Iron Prisoner I	75	—
1	Wheels of Misfortune	★	4	Cursed Coach	90	Aqua: Max HP +5
1	Weaver Fever	★★	4	Wheel Master	120	Terra: Max HP +5
3	Sinister Sentinel	★★	5	Iron Prisoner II	150	Terra: Xehanort's Report 5 Ventus: Sky Climber Command Style Terra: Darkgnaw Keyblade
5	Dead Ringer	★★	5	Mimic Master	180	Ventus: Max HP +5
7	Combined Threat	★★★	6	Trinity Armor	210	Aqua: Sky Climber Command Style
8	Risky Riches	★	3	—	105	—
10	Harsh Punishment	★★★	6	Iron Prisoner III	300	—
13	A Time to Chill	★★★★	8	Hades + Zack, Ice Colossus	375	Aqua: Max HP +10 Ventus: Max HP +10
15	Treasure Tussle	★★★	3	—	240	—
17	Copycat Crisis	★★★★	8	Mimic Master	450	Terra: Max HP +10
20	Keepers of the Arena	★★★★★	9	Iron Prisoner III, Iron Prisoner IV	500	Terra: Ultima Cannon Shotlock Ventus: Multivortex Shotlock Aqua: Lightbloom Shotlock
30	Villains' Vendetta	★★★★★	8	All Previous Bosses	?	All: Ultima Weapon Keyblade

## Mirage Arena Bosses

\* Stats for each boss's first/second/third appearances are separated by slashes.



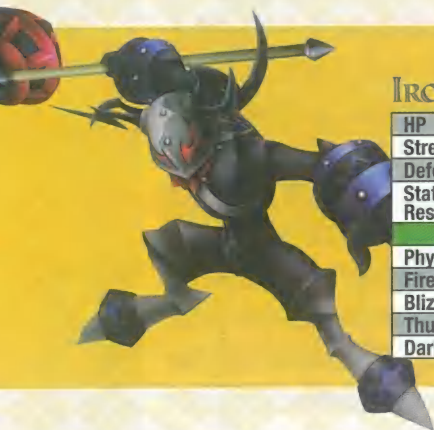
### IRON PRISONER I

HP	1200
Strength	13/40*
Defense	4/20*
Status Resistances	Immune to everything
ELEMENTAL WEAKNESSES	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



### IRON PRISONER II

HP	1250
Strength	21/40*
Defense	10/20*
Status Resistances	Immune to everything
ELEMENTAL WEAKNESSES	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



### IRON PRISONER III

HP	1300
Strength	24/36/40*
Defense	13/19/20*
Status Resistances	Immune to everything
ELEMENTAL WEAKNESSES	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



### IRON PRISONER IV

HP	1500
Strength	36/40*
Defense	19/20*
Status Resistances	Immune to everything
ELEMENTAL WEAKNESSES	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0





### MIMIC MASTER

HP	1800/900*
Strength	19/30*
Defense	7/16*
Status Resistances	Immune to all but Stun, Ignite, and Poison
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



### WHEEL MASTER

HP (Body)	1750
HP (Arms)	650
Strength	19/40*
Defense	7/20*
Status Resistances	Immune to all but Ignite and Poison
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.5
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



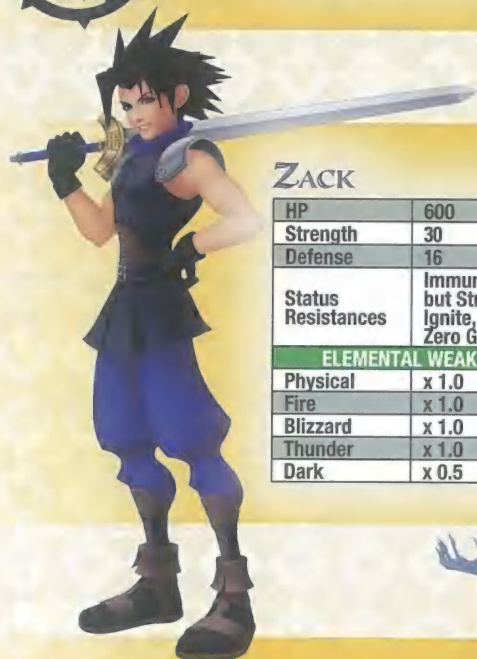
### CURSED COACH

HP	1200
Strength	16/40*
Defense	5/20*
Status Resistances	Immune to all but Stun
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



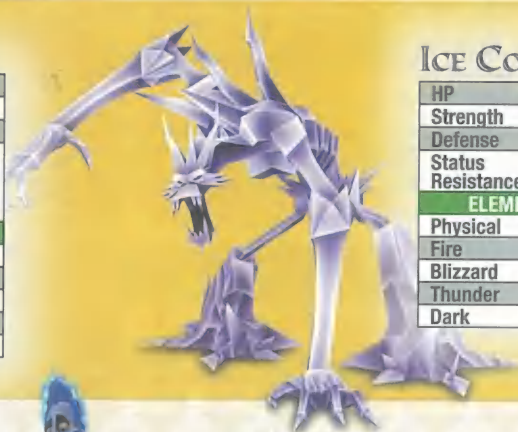
### TRINITY ARMOR

HP (Head)	1350
HP (Each other piece)	1000
Strength	24/40*
Defense	13/20*
Status Resistances	Immune to everything
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 1.0



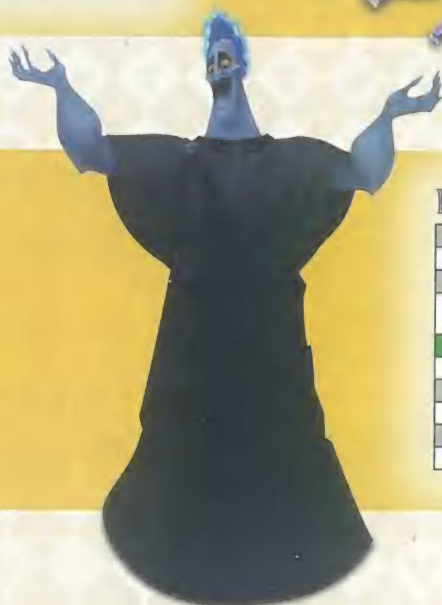
### ZACK

HP	600
Strength	30
Defense	16
Status Resistances	Immune to all but Stun, Freeze, Ignite, Poison and Zero Gravity
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.0
Blizzard	x 1.0
Thunder	x 1.0
Dark	x 0.5



### ICE COLOSSUS

HP	1600
Strength	30/40*
Defense	16/20*
Status Resistances	Immune to all but Ignite
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 1.25
Blizzard	x 0.5
Thunder	x 0.75
Dark	x 0.75



### HADES

HP	1000
Strength	30
Defense	16
Status Resistances	Immune to all but Freeze
<b>ELEMENTAL WEAKNESSES</b>	
Physical	x 1.0
Fire	x 0.5
Blizzard	x 0.5
Thunder	x 0.75
Dark	x 0.75





Items play a limited role in *Kingdom Hearts: Birth by Sleep*. If you open the Items section of your Camp Menu, you find only your assortment of Keyblades, and a stock menu that holds your key items, ice cream ingredients, and a few other items, such as crystals and Mirage Arena tickets.

Of course, there are also items like Potions and Ether that you can use in combat, but these are listed in the Command Decks menu of the game, and they're covered in the Commandpedia section of this book.

## KEYBLADES

KEYBLADE	STRENGTH	MAGIC	LENGTH	CRITICAL RATE	CRITICAL DAMAGE	TERRA	VENTUS	AQUA	LOCATION
Earthshaker	3	1	Short	25%	x1.2	0	—	—	Terra's starting Keyblade
Wayward Wind	3	1	Short	50%	x1.35	—	0	—	Ventus's starting Keyblade
Rainfell	2	2	Short	25%	x1.2	—	—	0	Aqua's starting Keyblade
Treasure Trove	3	2	Short	25%	x1.2	0	0	0	Clear Dwarf Woodlands
Stroke of Midnight	2	2	Medium	75%	x1.35	0	0	0	Clear Castle of Dreams
Fairy Stars	2	3	Medium	25%	x1.2	0	0	0	Clear Enchanted Dominion
Victory Line	4	2	Long	75%	x1.35	0	0	0	Score a 1st-place finish in the Rumble Racing Castle Circuit
Mark of a Hero	5	1	Medium	50%	x1.5	0	0	0	Clear Olympus Coliseum
Hyperdrive	4	3	Long	50%	x1.35	0	0	0	Clear Deep Space
Pixie Petal	3	6	Short	75%	x1.35	0	0	0	Clear Never Land
Ultima Weapon	7	6	Long	75%	x1.5	0	0	0	Clear the "Villains' Vendetta" event at Mirage Arena
Sweetstack	6	4	Short	100%	x1.2	0	0	0	Make all seven flavors of ice cream in Disney Town
Darkgnaw	5	2	Short	25%	x1.35	0	—	—	Clear the "Dead Ringer" event at Mirage Arena
Ends of the Earth	5	3	Medium	50%	x1.35	0	—	—	Earn during Destiny Islands event
Chaos Ripper	10	-2	Long	25%	x1.5	0	—	—	Earn by defeating Master Eraqus
Frolic Flame	3	3	Medium	50%	x1.5	—	0	—	Clear Radiant Garden
Lost Memory	6	5	Long	75%	x1.5	—	0	—	Earn during Destiny Islands event
Destiny's Embrace	3	3	Short	75%	x1.35	—	—	0	Earn after Unversed battle at Radiant Garden's Front Doors
Rainstorm	5	4	Medium	50%	x1.35	—	—	0	Earn during Destiny Islands event
Brightcrest	4	7	Long	75%	x1.5	—	—	0	Earn at start of Final Episode
Void Gear	8	4	Long	???	???	0	0	0	Defeat Vanitas's Lingerin Spirit
No Name	6	7	Long	???	???	0	0	0	Defeat the Mysterious Figure

## ITEMS



# INGREDIENTS



ICE CREAM INGREDIENTS	TERRA	VENTUS	AQUA	PRIZE POD WORLD	PRIZE POD AREA	USED IN RECIPE	RECIPE AMOUNT
Apple Pie	—	0	—	Dwarf Woodlands	The Mine	Honeybunny	2
Balloon Melon	—	—	0	Deep Space	Turo Prison Block	Fabracadabra	2
Bijou Bean	0	—	—	Enchanted Dominion	Waterside	Vanilla Glitz	1
Birthday Cake	0	—	0	Castle of Dreams	Palace Courtyard (Terra), Foyer (Aqua)	Royalberry	8
Bizarro Bean	0	—	—	Deep Space	Turo Prison Block	Big Bad Pete	20
Cherryberry	—	0	—	Enchanted Dominion	Audience Chamber	Double Crunch	9
Chocolate Valentine	—	0	—	Castle of Dreams	Mousehole	Goofy Parfait	5
Cotton Cloudcandy	—	0	0	Olympus Coliseum	Town Near Thebes (Both)	Milky Way	14
Cream Fluff	—	0	0	Deep Space	Durgon Transporter (Ventus), Turo Prison Block(Aqua)	Milky Way	10
Crystal Soda	—	—	0	Castle of Dreams	Foyer (Aqua)	Donald Fizz	8
Crystal Sugar	0	—	—	Castle of Dreams	Palace Courtyard	Vanilla Glitz	3
Dancin' Lemon	0	0	0	Never Land, Mirage Arena*	Skull Rock: Entrance (Terra), Mermaid Lagoon (Ventus), Indian Camp (Aqua), Risky Riches - Final Round (All)*	Spark Lemon	3
Fizzy Tizzy	—	—	0	Deep Space	Turo Prison Block	Donald Fizz	15
Forest Muffin	—	0	—	Enchanted Dominion	Audience Chamber	Goofy Parfait	10
Galactic Caramel	0	—	—	Deep Space	Turo Prison Block	Rockin' Crunch	15
Gaspberry	0	—	0	Dwarf Woodlands	Underground Waterway (Terra), Flower Glade (Aqua)	Royalberry	7
Golden Jam	0	—	—	Never Land	Skull Rock: Entrance	Vanilla Glitz	1
Heroic Orange	—	—	0	Olympus Coliseum	Town Near Thebes	Fabracadabra	2
Honeybunch	—	0	—	Never Land	Mermaid Lagoon	Honeybunny	3
Jumbo Almond	—	0	—	Enchanted Dominion	Audience Chamber	Goofy Parfait	6
Mermaid Salt	—	—	0	Never Land	Indian Camp	Donald Fizz	13
Merry Dairy	—	0	—	Dwarf Woodlands	The Mine	Double Crunch	5
Moogles Coffee	—	0	—	Radiant Garden	Fountain Court	Goofy Parfait	7
Nebula Nectar	0	—	0	Radiant Garden	Fountain Court (Both)	Royalberry	10
Nutty Nut	0	—	—	Dwarf Woodlands, Olympus Coliseum	Underground Waterway, Town Near Thebes	Rockin' Crunch	12
Open Sesame	0	0	0	Mirage Arena*	Treasure Tussle - Final Round (All)*	Snow Bear	3
Peach Fantasy	—	—	0	Dwarf Woodlands	Flower Glade	Fabracadabra	1
Prickle Pepper	0	0	0	Disney Town	Raceway (All)	Bueno Volcano	5
Rainbow Syrup	—	0	0	Never Land	Mermaid Lagoon (Ventus), Indian Camp (Aqua)	Milky Way	8
Rocket Soda	0	0	0	Radiant Garden	Fountain Court (All)	Spark Lemon	2
Rose Honey	0	—	0	Enchanted Dominion	Waterside (Both)	Royalberry	7
Sky Blue Mousse	—	—	0	Enchanted Dominion	Waterside	Donald Fizz	8
Soy Milk	0	0	0	Radiant Garden	Fountain Court (All)	Snow Bear	5
Star Syrup	—	0	—	Deep Space	Durgon Transporter	Double Crunch	15
Thundercracker	0	0	0	Olympus Coliseum	Town Near Thebes (All)	Spark Lemon	4
Toonbasco	0	0	0	Disney Town	Raceway (All)	Bueno Volcano	3
Wedding Cake	—	0	—	Castle of Dreams	Mousehole	Double Crunch	14
Whipped Dream	0	—	—	Never Land	Skull Rock: Entrance	Big Bad Pete	20



# KEY ITEMS

ITEM	TERRA	VENTUS	AQUA	DESCRIPTION	LOCATION
Action Recipe	0	0	0	A list of recipes that result in action commands.	Find in Never Land
Attack Recipe	0	0	0	A list of recipes that result in basic attack commands.	Find in Enchanted Dominion (Terra) or Dwarf Woodlands (Ventus/Aqua)
Block Recipe	0	0	0	A list of recipes that result in defensive commands.	Find in Dwarf Woodlands (Terra) or Radiant Garden (Ventus/Aqua)
Disney Town Pass	0	0	0	A lifetime passport to Disney Town.	Received in event at Radiant Garden
Giga Attack Recipe	0	0	0	A list of recipes that result in ultimate attack commands.	Buy in Mirage Arena Shop for 2000 medals
Giga Magic Recipe	0	0	0	A list of recipes that result in ultimate magic commands.	Buy in Mirage Arena Shop for 2000 medals
Magic Recipe	0	0	0	A list of recipes that result in basic magic commands.	Find in Mysterious Tower (Terra) or Castle of Dreams (Ventus/Aqua)
Mega Attack Recipe	0	0	0	A list of recipes that result in advanced attack commands.	Find in Olympus Coliseum (Terra) or Deep Space (Ventus/Aqua)
Mega Magic Recipe	0	0	0	A list of recipes that result in advanced magic commands.	Find in Never Land (Terra) or Mysterious Tower (Ventus/Aqua)
Pearl	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams
Pink Fabric	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams
Pink Thread	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams
Sash	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams
Wayfinder	0	0	0	A good luck charm made by Aqua.	Received in opening event
White Button	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams
White Lace	—	0	—	Part of Cinderella's dress.	Found in Castle of Dreams



# OTHER ITEMS

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ITEM	TERRA	VENTUS	AQUA	DESCRIPTION	LOCATION
Abounding Crystal	0	0	0	When melding commands, attaches abilities that boost combat rewards.	Buy at Mirage Arena for 400 Medals
Chaos Crystal	0	0	0	When melding commands, attaches a random ability available to that command.	Buy at Mirage Arena for 500 Medals
Chill Ticket	0	0	0	Lets you enter the Mirage Arena's "A Time to Chill" event once.	Buy at Mirage Arena for 550 Medals
Fleeting Crystal	0	0	0	When melding commands, attaches abilities that reduce command reload times.	Buy at Mirage Arena for 350 Medals
Hungry Crystal	0	0	0	When melding commands, attaches abilities related to collecting prizes.	Buy at Mirage Arena for 350 Medals
Pulsing Crystal	0	0	0	When melding commands, attaches abilities that provide damage boosts or defensive properties.	Buy at Mirage Arena for 300 Medals
Ranger Ticket	0	0	0	Lets you enter the Mirage Arena's "Dead Ringer" event once.	Buy at Mirage Arena for 250 Medals
Risky Ticket	0	0	0	Lets you enter the Mirage Arena's "Risky Riches" event once.	Buy at Mirage Arena for 150 Medals
Secret Gem	0	0	0	When melding commands, acts as a Chaos Crystal but also boosts command level to max.	Buy at Mirage Arena for 1500 Medals
Sentinel Ticket	0	0	0	Lets you enter the Mirage Arena's "Sinister Sentinel" event once.	Buy at Mirage Arena for 200 Medals
Shimmering Crystal	0	0	0	When melding commands, attaches abilities that boost elemental properties.	Buy at Mirage Arena for 300 Medals
Soothing Crystal	0	0	0	When melding commands, attaches ability related to Max HP and HP recovery.	Buy at Mirage Arena for 400 Medals
Threat Ticket	0	0	0	Lets you enter the Mirage Arena's "Combined Threat" event once.	Buy at Mirage Arena for 400 Medals
Treasure Ticket	0	0	0	Lets you enter the Mirage Arena's "Treasure Tussle" event once.	Buy at Mirage Arena for 600 Medals
Wellspring Crystal	0	0	0	When melding commands, attaches abilities that extend combos.	Buy at Mirage Arena for 300 Medals



# USING THE COMMANDPEDIA

## CHARACTERS

Terra, Ventus, and Aqua each have different capabilities, and can only use a portion of the game's commands. In the following tables, an "O" appearing under a character's name in a given entry signifies that the character can buy, equip, and meld that command. If there is no "O," the command will never appear during that character's quest.

## SLOTS

Most commands take only a single space in your Command Deck, but a few ultimate commands take two or even three.

## DAMAGE TYPE

Many abilities deal damage of a certain elemental type. If you can pair the right elemental type with your foes' weaknesses, you can deal additional damage. Commands with no type listed either deal damage of a non-specific type or no damage at all.

## MAX LEVEL

Most commands gain levels as they earn CP. They become more effective when their level increases, dealing slightly more damage or having longer durations, for example. Most commands can be melded only when they reach their maximum level.

## COMMAND GAUGE

Like basic attacks, most offensive commands offer a boost to your Command Gauge, and some of them can be quite sizeable.

## RELOAD TIME

This stat shows the amount of time, in seconds, that a command must reload before it can be used again.

## CLASS

A command's class (basic, advanced, or ultimate) typically comes into play only when melding. The recipe items that can show you the results of melding are divided by class. You can meld commands without them, but you'd need the Mega Attack Recipe, for example, to be able to preview a melding that would make an advanced-class attack command.

## SHOP LEVEL, BUY COPIES, & VALUE

Many commands can be purchased at Moogles Shops, but certain conditions must be met before they appear on the shelves. You begin the game at Shop Level 1, and your Shop Level rises by one each time you complete a world's main quest. So, you won't see commands listed as Shop Level 4, for example, until you're into the fourth world of your adventure. Items with no Shop Level must be found or created through melding.


Some commands have the "Buy Copies" box marked with an "O." In those cases, the command appears in the shop as soon as you acquire a copy of it through some other means, allowing you to sell or meld your copy and buy a replacement later. Copies of commands are added to the shop's stock immediately, even if you haven't yet reached the command's Shop Level.

An item's value determines the price you pay for it at the shop, if it's for sale at all. Even items that can't be bought have a value, which is reflected in the amount of Munny you get if you choose to sell it to the shop. Base commands sell for half of their value, but are worth more Munny if they're leveled up or have abilities attached.

# COMMANDPEDIA



# BATTLE COMMANDS

Battle commands are the special attacks, spells, and items that your heroes can equip to empty slots in their Command Decks and trigger via the  button.

Attacks are divided into magic and attack categories. Magic commands derive their strength from your hero's Magic stat, while attack commands feed off the Strength stat. Players also encounter Friend commands, which are typically sold in the Mirage Arena. These function similarly to attack and magic commands, but have effects that are useful primarily in multiplayer games.

Items can be used only once before they disappear. However, players can collect dozens of the same item and equip as many to a single slot as that item's capacity allows. Recovery items can be bought at any Moogles Shop, but Ice Cream Cones are for sale only in Disney Town's Ice Cream Shop.

## ATTACKS

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LVL	BUY COPIES	VALUE
Aerial Slam	0	0	0	1	Physical	4	Press the  button at the right time to knock enemies into the air and then smack them back down.	15	20	Advanced	8	0	1500
Ars Arcanum	—	0	—	2	Physical	6	Assail enemies with a ferocious string of blows. Press the  button at the end to tack on a few extra hits for good measure.	6	25	Ultimate	—	—	4000
Ars Solum	0	—	—	2	Physical	6	Assail enemies with a ferocious string of blows. Press the  button at the end to tack on a few extra hits for good measure.	6	25	Ultimate	—	—	4000
Barrier Surge	—	—	0	1	Physical	3	Cloak yourself in a barrier and rush the enemy.	10	15	Advanced	5	0	500
Binding Strike	0	0	0	1	Physical	3	Perform a spinning attack that binds some foes.	25	10	Basic	4	0	400
Blitz	0	0	0	1	Physical	4	Press the  button at the right time to perform a series of jumping attacks.	15	15	Basic	8	0	1200
Blizzard Edge	0	0	0	1	Blizzard	3	Cloak yourself in ice and hit the enemy with a jumping attack, after which ice bursts from the ground for additional damage.	20	10	Basic	4	0	200
Break Time	0	0	0	1	—	4	Restore 10% of Max HP and 10 Focus Points each time you press the  button when prompted.	0	20	Advanced	—	—	2400
Brutal Blast	0	—	—	1	Physical	4	Knock enemies into the air, then smack them into next year with a powerful spinning attack.	20	20	Advanced	—	0	1800
Chaos Blade	0	—	—	2	Dark	6	Press the  button at the right times to perform a series of charging attacks that blind or bind some foes.	15	25	Ultimate	—	—	2500
Collision Magnet	0	0	0	1	Physical	4	Use magnetic force to pull a single enemy toward you, then send it crashing into other foes.	20	20	Advanced	—	0	1300
Confusion Strike	0	0	0	1	Physical	3	Perform a spinning attack that confuses some foes.	25	10	Basic	5	0	450



## ATTACKS (CONTINUED)

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL.	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LVL	BUY COPIES	VALUE
Dark Haze	0	—	—	1	Dark	4	Cloak yourself in darkness, then charge at faraway enemies. The attack has a chance of dooming them, leaving them five seconds to live.	40	15	Advanced	8	0	1100
Fire Dash	0	0	0	1	Fire	4	Cloak yourself in fire, then punish faraway enemies with a charging attack.	20	15	Advanced	4	0	150
Fire Strike	0	0	0	1	Fire	3	Cloak the Keyblade in fire and perform a spinning attack at the enemy.	25	10	Basic	5	0	450
Fire Surge	0	0	0	1	Fire	3	Rush the enemy while a ring of fire revolves around you, hitting targets multiple times.	10	15	Basic	6	0	650
Freeze Raid	0	0	0	1	Blizzard	4	Cloak the Keyblade in ice and throw it at the enemy. Freezes foes.	20	15	Advanced	6	0	200
Geo Impact	0	—	—	2	Physical	5	A leaping strike which causes giant boulders to burst from the earth and deal additional damage.	30	25	Ultimate	—	0	2100
Limit Storm	0	—	—	1	Physical	5	Perform a spinning attack that deals additional damage if you are low on HP.	40	20	Ultimate	—	0	1500
Magic Hour	—	—	0	2	Physical	5	Press the ● button at the right times to dive repeatedly and create columns of light that send enemies flying.	10	25	Ultimate	—	—	2500
Magnet Spiral	0	0	0	1	Physical	5	Use magnetic force to pull in surrounding enemies, and then punish them all at once with a single spin attack.	15	20	Ultimate	—	0	2300
Meteor Crash	0	—	—	2	Physical	5	Leap high into the air and bring your Keyblade down on the enemy, along with a slew of meteors.	40	25	Ultimate	—	—	2500
Poison Edge	0	0	0	1	Physical	3	Perform a jumping attack that poisons some foes.	30	10	Basic	4	0	150
Quick Blitz	0	0	0	1	Physical	3	Perform a jumping attack.	30	10	Basic	1	0	100
Sacrifice	0	—	—	1	Physical	5	Expend HP to perform a single, powerful attack.	40	20	Ultimate	—	0	1500
Salvation	—	0	—	2	Physical	6	Perform a powerful spinning attack and hit enemies with lots of columns of light at once. You will also recover HP.	8	25	Ultimate	—	—	3000
Sliding Dash	0	0	0	1	Physical	3	Punish faraway enemies with a charging attack.	20	15	Basic	1	0	100
Slot Edge	0	0	0	1	Physical	3	Press the ● button at the right times to perform three jumping attacks and cause symbols to appear; get three of the same to win prizes.	25	10	Basic	—	0	700
Sonic Blade	0	0	0	1	Physical	5	Press the ● button at the right times to perform a series of charging attacks that will reach faraway enemies.	15	20	Ultimate	—	0	2000



## ATTACKS (CONTINUED)

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LVL	BUY COPIES	VALUE
Spark Raid	—	0	—	1	Physical	5	Throw the Keyblade at the enemy. If it connects, the Keyblade will split into beams of light that fly in all directions.	20	20	Ultimate	—	0	1300
Strike Raid	0	0	0	1	Physical	3	Throw the Keyblade at the enemy. Stuns some foes.	20	10	Basic	5	0	100
Stun Edge	0	0	0	1	Physical	3	Perform a jumping attack that stuns some foes.	30	10	Basic	4	0	150
Thunder Surge	0	0	0	1	Thunder	4	Cloak yourself in electricity and rush the enemy, stunning foes on contact.	10	15	Advanced	—	0	700
Time Splicer	—	0	0	2	Physical	6	Inflict Stop on enemies, then press the  button at the right times to perform a combo while teleporting.	6	25	Ultimate	—	—	4000
Tornado Strike	—	0	—	2	Physical	4	Press the  button at the right times to knock nearby enemies into the air with a series of whirlwinds.	25	25	Ultimate	—	—	2700
Treasure Raid	—	0	—	1	Physical	4	Throw the Keyblade at the enemy. Causes some foes to drop prize boxes.	20	15	Advanced	—	—	500
Wind Raid	—	0	—	1	Physical	5	Throw the Keyblade at the enemy, letting the wind guide it toward your target for multiple hits.	20	20	Ultimate	—	0	1500
Windcutter	0	—	—	1	Physical	5	Create a whirlwind with a spin attack and send surrounding enemies flying.	20	20	Ultimate	—	0	1500
Wishing Edge	—	—	0	1	Physical	3	Strike an enemy three times with a single jumping attack.	15	10	Basic	—	0	550
Zantetsuken	0	—	—	1	Physical	5	Assail enemies with a single, blindingly fast Keyblade strike that has a chance of destroying them on the spot.	40	20	Ultimate	5	0	1700

## MAGIC

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LEVEL	BUY COPIES	VALUE
Aero	0	0	0	1	—	3	Call on the wind to lift enemies into the air and then send them flying. Stuns some foes.	10	10	Basic	3	0	150
Aeroga	0	0	0	1	—	4	Call on the wind to lift enemies into the air and send them flying for even more damage. Stuns most foes.	15	15	Advanced	—	0	1300
Aerora	0	0	0	1	—	3	Call on the wind to lift enemies into the air and send them flying for more damage. Stuns many foes.	10	10	Basic	6	0	600
Bind	0	0	0	1	—	3	Bind any enemies grouped around the target you have locked on, forcing them to stay in one place.	8	10	Basic	2	0	150
Blackout	0	0	0	1	—	3	Blind surrounding enemies to stop them from attacking in your direction	8	10	Advanced	5	0	600



## MAGIC (CONTINUED)

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LEVEL	BUY COPIES	VALUE
Blizzaga	0	0	0	1	Blizzard	4	Blast enemies head-on with an even stronger chunk of ice that cuts through and potentially deals multiple hits.	35	15	Advanced	8	0	1200
Blizzara	0	0	0	1	Blizzard	3	Blast enemies head-on with a stronger chunk of ice that cuts through and potentially deals multiple hits.	30	10	Basic	6	0	500
Blizzard	0	0	0	1	Blizzard	3	Blast enemies head-on with a chunk of ice that cuts right through and potentially deals multiple hits.	25	10	Basic	1	0	100
Confuse	0	0	0	1	—	3	Confuse surrounding enemies and cause them to attack each other.	8	10	Basic	1	0	100
Crawling Fire	0	0	0	1	Fire	4	Launch a slow-moving ball of fire that deals multiple hits to a single enemy as it passes through.	15	15	Advanced	—	0	1800
Cura	0	0	0	1	—	3	Recover a large amount of HP.	0	30	Basic	6	0	600
Curaga	0	0	0	1	—	4	Recover a huge amount of HP.	0	30	Advanced	8	0	1300
Cure	0	0	0	1	—	3	Recover a small amount of HP.	0	30	Basic	2	0	150
D-Link Magnet	—	—	0	1	—	4	Use magnetic force to yank D-Link prizes right out of enemies.	25	15	Advanced	—	0	800
Dark Firaga	0	—	—	1	Dark	5	Launch a ball of dark fire that blinds some targets.	35	20	Ultimate	—	0	2000
Deep Freeze	0	0	0	2	Blizzard	5	Freeze surrounding enemies. Attack frozen foes to deal more damage than usual.	38	20	Ultimate	—	0	2200
Energy Magnet	—	—	0	1	—	4	Use magnetic force to yank HP prizes right out of enemies.	25	15	Advanced	—	0	800
Esuna	0	0	0	1	—	1	Recover from all negative status effects.	0	15	Advanced	5	0	600
Faith	—	0	—	2	—	6	Send out columns of light which devastate enemies, and recover HP at the same time.	20	25	Ultimate	—	—	4000
Fira	0	0	0	1	Fire	3	Launch a stronger ball of fire toward enemies.	30	10	Basic	5	0	500
Firaga	0	0	0	1	Fire	4	Launch an even stronger ball of fire toward enemies.	35	15	Advanced	8	0	1200
Firaga Burst	—	—	0	2	Fire	5	Conjure up a ball of flame overhead, then send fire flying in all directions at once. Ignites some foes.	8	20	Ultimate	—	0	2500
Fire	0	0	0	1	Fire	3	Launch a ball of fire toward enemies.	25	10	Basic	3	0	100
Fission Firaga	0	0	0	1	Fire	4	Launch a ball of fire that explodes when it hits an enemy, catching nearby foes in the blast.	30	15	Advanced	—	0	1500
Glacier	—	—	0	2	Blizzard	5	Freeze enemies before sending them flying.	25	20	Ultimate	—	0	2500
Ice Barrage	—	—	0	2	Blizzard	5	Cause giant ice crystals to burst from the ground and knock enemies into the air.	18	20	Ultimate	—	0	1800
Ignite	0	0	0	1	Fire	4	Ignite the enemy you have locked on and cause it to take continual damage.	8	10	Advanced	4	0	600
Magnega	0	0	0	1	—	4	Use magnetic force to pull enemies in and deal even more continual damage.	25	15	Advanced	—	0	1250



# MAGIC (CONTINUED)

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL.	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LEVEL	BUY COPIES	VALUE
Magnera	0	0	0	1	—	3	Use magnetic force to pull enemies in and deal more continual damage.	20	10	Basic	6	0	550
Magnet	0	0	0	1	—	3	Use magnetic force to pull enemies in and deal continual damage.	15	10	Basic	3	0	120
Mega Flare	0	0	0	2	Fire	6	Launch a ball of fire that triggers a massive explosion from which no enemy is spared.	55	50	Ultimate	—	—	4000
Meteor	0	—	—	2	—	6	Bring a giant meteor crashing down on the enemy, triggering an explosion on impact.	40	25	Ultimate	—	—	4000
Mine Shield	0	0	0	1	—	4	Set a row of explosive magical traps which stun enemies when tripped.	20	20	Advanced	7	0	1000
Mine Square	0	0	0	1	—	4	Set explosive magical traps all around you which stun enemies when tripped.	20	20	Advanced	7	0	1000
Mini	0	0	0	1	—	4	Temporarily reduce the size of enemies. You can step on them while they are shrunk to deal damage.	8	10	Ultimate	—	0	1500
Munny Magnet	—	—	0	1	—	4	Use magnetic force to yank munny right out of enemies.	25	15	Advanced	—	0	800
Poison	0	0	0	1	—	4	Poison surrounding enemies and cause them to take continual damage.	8	10	Basic	1	0	100
Quake	0	—	—	2	—	5	Shake the earth and cause boulders to burst forth which knock enemies into the air and stun them in the process.	30	20	Ultimate	0	0	2500
Raging Storm	—	—	0	2	Fire	6	Cloak yourself in a whirlwind of fire, then fly around at will, dealing damage to enemies on contact.	8	20	Ultimate	—	—	3200
Seeker Mine	—	—	0	1	—	4	Set explosive magical traps next to you which zoom toward and stun any enemies that get too close.	15	20	Ultimate	—	0	2300
Sleep	0	0	0	1	—	3	Put surrounding enemies to sleep.	8	10	Basic	1	0	100
Slow	0	0	0	1	—	3	Manipulate time to slow down the movement of any enemies grouped around the target you have locked on.	8	10	Basic	3	0	150
Stop	0	0	0	1	—	3	Manipulate time to bring surrounding enemies' movement to a complete halt for 4 seconds.	8	10	Basic	3	0	100
Stopga	0	0	0	1	—	4	Manipulate time to bring surrounding enemies' movement to a complete halt for 8 seconds.	8	10	Advanced	8	0	1200
Stopra	0	0	0	1	—	3	Manipulate time to bring surrounding enemies' movement to a complete halt for 6 seconds.	8	10	Basic	5	0	500
Thundaga	0	0	0	1	Thunder	4	Strike surrounding enemies from above with even stronger lightning that shocks other nearby foes if it connects.	30	15	Advanced	8	0	1300
Thundaga Shot	—	—	0	1	Thunder	4	Blast enemies head-on with a bolt of lightning that shocks other nearby foes if it connects.	35	20	Advanced	—	0	1500



## MAGIC (CONTINUED)


NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	SHOP LEVEL	BUY COPIES	VALUE
Thundara	0	0	0	1	Thunder	3	Strike surrounding enemies from above with stronger lightning that shocks other nearby foes if it connects.	25	10	Basic	6	0	600
Thunder	0	0	0	1	Thunder	3	Strike surrounding enemies from above with lightning that shocks other nearby foes if it connects.	20	10	Basic	3	0	150
Tornado	—	0	—	2	—	6	Use the analog stick to control a mighty whirlwind and drag enemies into the vortex, where they will take continual damage.	25	30	Ultimate	—	—	3200
Transcendence	0	0	0	2	—	6	Create an anti-gravity field no enemy can escape, then deal damage by sending them hurtling in all directions.	35	20	Ultimate	—	—	3000
Triple Blizzard	—	—	0	1	Blizzard	4	Blast enemies head-on with a series of three chunks of ice that cut right through and potentially deal multiple hits.	10	15	Advanced	—	0	1800
Triple Firaga	—	—	0	1	Fire	4	Launch a series of three fireballs toward enemies.	15	15	Advanced	—	0	1800
Warp	0	—	—	1	—	5	Potentially wipe an enemy from existence. You will not receive EXP, but the enemy will still drop prizes.	30	15	Advanced	—	0	1500
Zero Graviga	0	0	0	1	—	4	Create an anti-gravity field and send foes around you drifting into the air for even stronger continual damage. Hit floating enemies to confuse them.	30	15	Advanced	—	0	1300
Zero Gravira	0	0	0	1	—	3	Create an anti-gravity field and send foes around you drifting into the air for stronger continual damage. Hit floating enemies to confuse them.	25	10	Basic	6	0	600
Zero Gravity	0	0	0	1	—	3	Create an anti-gravity field and send foes around you drifting into the air for continual damage. Hit floating enemies to confuse them.	20	10	Basic	3	0	150

## FRIENDSHIP

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	MEDAL COST	VALUE
Group Cure	0	0	0	1	—	4	Restore a small amount of HP to yourself and nearby friends.	0	35	Basic	180	300
Group Cura	0	0	0	1	—	4	Restore a large amount of HP to yourself and nearby friends.	0	35	Advanced	360	800
Group Curaga	0	0	0	1	—	4	Restore a huge amount of HP to yourself and nearby friends.	0	35	Advanced	500	1500
Group Esuna	0	0	0	1	—	1	Eliminate all negative status effects from yourself and nearby friends.	0	15	Advanced	360	750
Confetti	0	0	0	1	—	1	Scatter confetti. The characters it touches get critical hits on their next attacks.	0	5	Advanced	150	250
Fireworks	0	0	0	1	—	1	The next time you receive damage, it will be seven points.	0	5	Advanced	400	900
Taunt	0	0	0	1	—	1	Provoke enemies into attacking only you.	0	5	Advanced	100	250



## FRIENDSHIP (CONTINUED)

NAME	TERRA	VENTUS	AQUA	SLOTS	DAMAGE TYPE	MAX LVL	DESCRIPTION	COMMAND GAUGE	RELOAD TIME	CLASS	MEDAL COST	VALUE
Victory Pose	0	0	0	1	—	1	Receive an EXP bonus equal to triple the EXP of the last foe you defeated.	0	5	Basic	100	250
Vanish	0	0	0	1	—	1	Make yourself invisible to friends and foes for a set period of time.	0	35	Advanced	750	2100
Trinity Limit	0	0	0	3	—	1	Team up with friends and detonate a light charge. Have everyone press the  button at the same time for more power.	0	40	Advanced	1400	4000
Unison Rush	0	0	0	3	—	1	Team up with friends and rush the enemy. Press the button that appears at the right time for more power.	0	50	Basic	3000	5500
Voltage Stack	0	0	0	3	Thunder	1	Team up with friends and jolt enemies with electricity. Line up your markers with the analog stick to trigger an explosion.	0	40	Advanced	1800	4800

## ITEM COMMANDS

NAME	TERRA	VENTUS	AQUA	DESCRIPTION	CAPACITY	SHOP LEVEL	VALUE
RECOVERY ITEMS							
Balloon Letter	0	0	0	Can be used once to completely restore the D-Link Gauge.	3	5	120
Elixir	0	0	0	Can be used once to completely restore your HP and the Focus Gauge. Also eliminates all negative status effects.	2	8	250
Ether	0	0	0	Can be used once to restore a large portion of the Focus Gauge.	4	1	50
Hi-Potion	0	0	0	Can be used once to restore a large amount of HP.	4	4	80
Mega-Ether	0	0	0	Can be used once to completely restore the Focus Gauge.	3	7	160
Mega-Potion	0	0	0	Can be used once to completely restore your HP.	3	7	150
Megalixir	0	0	0	Can be used once to completely restore HP, as well as the Focus and D-Link Gauges. Also eliminates all negative status effects.	2	—	350
Panacea	0	0	0	Can be used once to eliminate all negative status effects.	3	3	50
Potion	0	0	0	Can be used once to restore a small amount of HP.	5	1	30
ICE CREAM CONES							
Big Bad Pete	0	—	—	Can be eaten once to activate the Dark Impulse Command Style.	3	—	120
Bueno Volcano	0	0	0	Can be eaten once to activate the Firestorm Command Style.	3	—	40
Donald Fizz	—	—	0	Can be eaten once to activate the Ghost Drive Command Style.	3	—	120
Double Crunch	—	0	—	Can be eaten once to activate the Wingblade Command Style.	3	—	120
Fabracadabra	—	—	0	Can be eaten once to activate the Spellweaver Command Style.	3	—	40
Goofy Parfait	—	0	—	Can be eaten once to activate the Cyclone Command Style.	3	—	80
Honeybunny	—	0	—	Can be eaten once to activate the Fever Pitch Command Style.	3	—	40
Milky Way	—	0	0	Can be eaten once to activate the Sky Climber Command Style.	3	—	80
Rockin' Crunch	0	—	—	Can be eaten once to activate the Rockbreaker Command Style.	3	—	80
Royalberry	0	—	0	Can be eaten once to activate the Bladecharge Command Style.	3	—	80
Snow Bear	0	0	0	Can be eaten once to activate the Diamond Dust Command Style.	3	—	40
Spark Lemon	0	0	0	Can be eaten once to activate the Thunderbolt Command Style.	3	—	40
Vanilla Glitz	0	—	—	Can be eaten once to activate the Critical Impact Command Style.	3	—	40













# 3E ACTION COMMANDS 3E

The action commands provide all of your characters' basic abilities, from blocking and jumping to counterattacks.

## MOVEMENT

NAME	TERRA	VENTUS	AQUA	MAX LVL	DESCRIPTION	COMMAND GAUGE	SHOP LEVEL	BUY COPIES	VALUE
Air Slide	0	0	0	4	Press the  button in midair for a burst of speed.	0	—	0	800
Cartwheel	—	—	0	4	Hold the analog stick and press the  button to quickly handspring out of harm's way.	0	1	0	200
Dodge Roll	—	0	—	4	Hold the analog stick and press the  button to roll out of harm's way quickly.	0	1	0	200
Doubleflight	—	—	0	1	Press the  button mid-jump to leap even higher into the air.	0	—	—	2800
Fire Glide	—	0	—	4	Hold the  button in midair to cloak yourself in fire and glide. Enemies take damage on contact.	8	—	—	2500
Firewheel	—	—	0	4	Hold the analog stick and press the  button to cloak yourself in fire and quickly handspring out of harm's way. Enemies take damage on contact.	12	—	0	2000
Glide	—	0	—	1	Hold the  button in midair to glide.	0	—	0	2000
High Jump	0	0	0	4	Press the  button to jump higher than normal.	0	—	0	500
Homing Slide	—	0	0	4	Press the  button mid-combo to quickly close in on an enemy.	0	—	—	450
Ice Slide	0	0	0	4	Press the  button in midair to cloak yourself in ice and gain a burst of speed. Enemies take damage on contact.	12	—	—	2000
Jump	0	0	0	1	Press the  button to jump.	0	—	—	200
Reversal	—	0	—	1	Lock on to enemies and press the  button just as they attack to quickly whirl around behind them.	0	—	—	600
Slide	0	—	—	4	Hold the analog stick and press the  button for a burst of speed which can also be used to evade enemy attack.	0	1	0	200
Sonic Impact	0	—	—	4	Press the  button while sliding to perform a charging attack that sends enemies flying.	20	—	—	2400
Superglide	—	0	—	4	Hold the  button in midair to glide at high speed.	0	—	—	3000
Teleport	—	—	0	1	Press the  button just as enemies attack to teleport behind them.	0	—	—	2300
Thunder Roll	—	0	—	4	Hold the analog stick and press the  button to cloak yourself in electricity and quickly roll out of harm's way. Enemies take damage on contact.	12	—	—	2000

## DEFENSE

Barrier	—	—	0	3	Press the  button to block attacks from all sides.	0	1	0	200
Block	0	0	—	3	Press the  button to block head-on attacks.	0	1	0	200
Confuse Barrier	—	—	0	3	Press the  button to block attacks from all sides and confuse your attackers if successful.	0	6	0	600
Focus Barrier	—	—	0	3	Press the  button to block attacks from all sides and restore some of the Focus Gauge if successful.	0	—	—	600
Focus Block	0	0	—	3	Press the  button to block head-on attacks and recover Focus if successful.	0	—	—	600
Poison Block	0	0	—	3	Press the  button to block head-on attacks and poison your attackers if successful.	0	—	—	600
Renewal Barrier	—	—	0	3	Press the  button to block attacks from all sides and recover HP if successful.	0	—	—	600
Renewal Block	0	0	—	3	Press the  button to block head-on attacks and recover HP if successful.	0	—	—	600
Stop Barrier	—	—	0	3	Press the  button to block attacks from all sides and inflict Stop on your attackers if successful.	0	—	—	600
Stun Block	0	0	—	3	Press the  button to block head-on attacks and stun your attackers if successful.	0	6	0	600



## REPRISALS

NAME	TERRA	VENTUS	AQUA	MAX LVL	DESCRIPTION	COMMAND GAUGE	SHOP LEVEL	BUY COPIES	VALUE
Counter Blast	—	—	0	4	Press the  button after succeeding with Barrier to shatter the barrier and send it flying into surrounding enemies.	40	6	0	1200
Counter Hammer	0	—	—	4	Press the  button after a successful Block to strike the ground and attack surrounding enemies with the aftershock.	40	5	0	1200
Counter Rush	—	0	—	4	Press the  button right after a successful Block to counter with a flurry of blows.	40	6	0	1200
Payback Fang	0	—	—	4	Press the  button after being knocked into the air by a powerful blow to counterattack.	30	7	0	1400
Payback Raid	—	0	—	4	Press the  button after being knocked into the air by a powerful blow to counterattack.	30	3	0	1400
Payback Surge	—	—	0	4	Press the  button after being knocked into the air by a powerful blow to counterattack.	30	4	0	1400
Reversal Slash	—	0	—	4	Press the  button after a successful Reversal to follow up with a jumping attack.	40	7	0	800

## SHOTLOCK COMMANDS

Your primary long-range weapon. Shotlock commands can target many foes at once and require Focus to use.

NAME	TERRA	VENTUS	AQUA	MAXIMUM LOCKS	DAMAGE TYPE	MAX LVL	DESCRIPTION	LOCATION
Absolute Zero	0	0	0	12	Blizzard	4	Cloak yourself in ice and rush targets repeatedly. Extra attacks: Press random buttons when prompted to cause pillars of ice to erupt beneath the foes you hit.	Disney Town treasure chest (Terra) or Enchanted Dominion treasure chest (Ventus/Aqua).
Bio Barrage	0	0	0	8	—	4	Launch a salvo of projectiles that poison (50% chance) targets. Extra attacks: Perform a well-timed button press to fire additional blobs (based on your timing rating).	Mirage Arena shop — 2500 medals. Can also be created by melding commands.
Bubble Blaster	—	—	0	15	—	5	Launch bubbles at targets. Extra attacks: Press the  button rapidly to fire bursts of two additional bubbles.	Aqua's starting Shotlock.
Chaos Snake	0	0	0	20	—	4	Launch projectiles that zigzag at targets and confuse enemies they hit. Extra attacks: Press the  button rapidly to fire bursts of three additional fireballs.	Prize for defeating Captain Justice or Captain Dark in Fruitball.
Dark Volley	0	—	—	18	Dark	5	Launch dark projectiles at targets. Has a high lock-on count. Extra attacks: Press the  button rapidly to fire bursts of three additional projectiles.	Prize for defeating Braig in Radiant Garden.
Flame Salvo	0	0	0	15	Fire	4	Launch fireballs at targets. Extra attacks: Press the  button rapidly to fire bursts of three additional fireballs.	Starting equipment (Ventus's starting Shotlock), Dwarf Woodlands treasure chest (Terra), or Mirage Arena shop — 900 medals (Aqua).
Lightbloom	—	—	0	20	—	6	The ultimate Shotlock. Perform a series of graceful spins as you fire blasts of light in all directions. Extra attacks: Rotate the analog pad to unleash a second barrage of projectiles.	Prize for clearing "Keepers of the Arena" event in Mirage Arena.
Lightning Ray	0	0	0	18	—	4	Rush targets repeatedly with lightning speed. Extra attacks: Press the  button when prompted to repeat the rush attack.	Prize on Deep Space Command Board. Can also be created by melding commands.
Meteor Shower	0	0	0	30	—	4	Launch small, star-like projectiles at targets. Has an especially high lock-on count. Extra attacks: Press the  button rapidly to fire bursts of three additional meteors.	Prize on Castle of Dreams Command Board. Can also be created by melding commands.
Multivortex	—	0	—	30	—	6	The ultimate Shotlock. Rapidly swing the Keyblade and harness the wind to launch shockwaves at targets with every stroke. Extra attacks: Rotate the analog pad to elongate the whirlwind.	Prize for clearing "Keepers of the Arena" event in Mirage Arena.



## SHOTLOCK COMMANDS (CONTINUED)

NAME	TERRA	VENTUS	AQUA	MAXIMUM LOCKS	DAMAGE TYPE	MAX LVL	DESCRIPTION	LOCATION
Photon Charge	0	0	0	15	—	4	Rush targets repeatedly and attack with the power of light. Extra attacks: Press random buttons when prompted to cause explosions centered around the foes you hit.	Mirage Arena shop — 1600 medals.
Prism Rain	—	—	0	16	—	5	Launch a salvo of rainbow-colored orbs. Extra attacks: Perform a well-timed button press to fire additional projectiles (based on your timing rating).	Deep Space treasure chest.
Pulse Bomb	—	0	—	20	—	5	Launch energy blasts from the tip of your Keyblade and bombard targets with a series of small explosions. Has a high lock-on count. Extra attacks: Perform a well-timed button press to cause additional explosions (based on your timing rating).	Deep Space treasure chest.
Ragnarok	0	0	0	16	—	4	Launch a single salvo of light projectiles. Extra attacks: Perform a well-timed button press to fire additional projectiles (based on your timing rating).	Prize on Land of Departure Command Board.
Sonic Shadow	0	—	—	10	—	5	Become one with the shadows and rush targets repeatedly, blinding the enemies you hit. Extra attacks: Press random buttons when prompted to cause explosions centered around the foes you hit.	Terra's starting Shotlock.
Thunderstorm	0	0	0	5	Thunder	4	Launch a small single salvo of electric blasts. Even one blast by itself packs a significant punch. Extra attacks: Perform a well-timed button press to fire additional blasts (based on your timing rating).	Castle of Dreams treasure chest.
Ultima Cannon	0	—	—	16	—	6	The ultimate Shotlock. Transform your Keyblade into an enormous weapon that causes massive explosions with every blast. Extra attacks: Perform a well-timed button press to cause the bullets to explode after impact.	Prize for clearing "Keepers of the Arena" event in Mirage Arena.



# COMMAND RECIPES



Make frequent use of the Meld Commands option to create your own commands. This allows you to get commands that are otherwise unavailable, or get commands far earlier than you otherwise would. You can also mix in crystals to add abilities to your melded commands.

Consult the following table to learn what auto-abilities you get when you include synthesis items while Melding commands.

To figure out how to make a specific command you desire, consult the "Recipes by End Product" chart, which begins on the next page; it shows you every way to make a particular command. To figure out what you can do with the commands you already have, check the "Recipes by Ingredient" chart at the end of this chapter. The levels in both charts refer to the minimum level of each skill necessary to make the command.

Note that, in addition to attack and magic commands, it is possible to use certain action commands in recipes. But the game does not allow you to do so unless you have a replacement in your inventory, so you need to buy copies at a shop.

## ABILITIES GAINED BY INCLUDING SYNTHESIS ITEMS

SECTION	ABILITY	DESCRIPTION	AMOUNT EQUIPABLE
Prizes	Treasure Magnet	Automatically scoops up nearby prizes for you. Multi-install the ability to increase range.	5
Prizes	HP Prize Plus	Increases the number of HP prizes enemies drop. Multi-install the ability for even more prizes.	3
Prizes	Link Prize Plus	Increases the number of D-Link prizes enemies drop. Multi-install the ability for even more prizes.	3
Prizes	Lucky Strike	Increases the number of prize boxes enemies drop. Multi-install the ability for even more prizes.	5
Stats	HP Boost	Increases your HP. Multi-install the ability to bump it up even further.	3
Stats	Fire Boost	Increases the damage dealt by your Fire commands. Multi-install the ability to deal even more damage.	3
Stats	Blizzard Boost	Increases the damage dealt by your Blizzard commands. Multi-install the ability to deal even more damage.	3
Stats	Thunder Boost	Increases the damage dealt by your Thunder commands. Multi-install the ability to deal even more damage.	3
Stats	Cure Boost	Increases the amount of HP you recover with Cure commands. Multi-install the ability to recover even more.	3
Stats	Item Boost	Increases the effectiveness of recovery item commands. Multi-install the ability for an even larger improvement.	3
Stats	Attack Haste	Shortens the reload time for all attack commands installed in your deck. Multi-install the ability for even quicker reloading.	5
Stats	Magic Haste	Shortens the reload time for all magic commands installed in your deck. Multi-install the ability for even quicker reloading.	5
Stats	Combo F Boost	Increases the damage dealt by the last blow of your combos. Multi-install the ability to deal even more damage.	2
Stats	Finish Boost	Increases the damage dealt by your Finish command. Multi-install the ability to deal even more damage.	2
Stats	Fire Screen	Increases your resistance to Fire attacks. Multi-install the ability to bump it up even further.	2
Stats	Blizzard Screen	Increases your resistance to Blizzard attacks. Multi-install the ability to bump it up even further.	2
Stats	Thunder Screen	Increases your resistance to Thunder attacks. Multi-install the ability to bump it up even further.	2
Stats	Dark Screen	Increases your resistance to darkness-based attacks. Multi-install the ability to bump it up even further.	2
Stats	Reload Boost	Shortens the reload time for all commands installed in your deck whenever your HP falls below 25%.	1
Stats	Defender	Increases your Defense whenever your HP falls below 25%.	1
Support	Zero EXP	Prevents you from gaining any EXP when you defeat enemies.	1
Support	Combo Plus	Adds one stroke to your ground combos. Multi-install the ability for even longer combos.	3
Support	Air Combo Plus	Adds one stroke to your aerial combos. Multi-install the ability for even longer combos.	3
Support	EXP Chance	Doubles the EXP you receive whenever your HP falls below 25%.	1
Support	EXP Walker	Awards you 1 EXP for every step you take.	1
Support	Damage Syphon	Restores some of the Focus Gauge when you take damage.	1
Support	Second Chance	Ensures you always retain 1 HP after an attack that would otherwise finish you off, unless you are already down to 1 HP.	1
Support	Once More	Ensures you always retain 1 HP throughout a combo that would otherwise finish you off, unless you are already at 1 HP when the first attack hits.	1
Support	Scan	Displays the HP of the targeted enemy.	1
Support	Leaf Bracer	Prevents you from taking damage while using Cure commands.	1



# RECIPES BY END PRODUCT

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Aerial Slam	Aero	3	Fire Surge	3	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Aerial Slam	Aerora	3	Fire Strike	3	90%*	0	0	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Aerial Slam	High Jump	3	Fire Dash	3	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Aeroga	Aero	3	Aerora	3	90%*	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Aeroga	Aerora	3	Aerora	3	90%*	0	0	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Aeroga	Aerora	3	Quick Blitz	3	90%*	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Aerora	Aero	2	Aero	2	95%*	0	0	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Aerora	Aero	2	Quick Blitz	2	95%*	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Aerora	Aero	2	Thunder	2	95%*	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Ars Arcanum	Aerial Slam	4	Blitz	4	100%	—	0	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Ars Arcanum	Aerora	3	Fire Strike	3	10%	—	0	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Ars Arcanum	Cura	2	Blizzard Edge	2	5%	—	0	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Ars Arcanum	Cura	2	Poison Edge	2	5%	—	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Ars Arcanum	Quick Blitz	2	Blizzara	2	5%	—	0	—	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Ars Arcanum	Quick Blitz	2	Blizzard	2	5%	—	0	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Ars Arcanum	Quick Blitz	3	Slot Edge	3	10%	—	0	—	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Ars Arcanum	Sliding Dash	2	Blizzara	2	5%	—	0	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Ars Arcanum	Sliding Dash	2	Blizzard	2	5%	—	0	—	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Ars Solum	Confusion Strike	3	Thundara	3	5%	0	—	—	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Ars Solum	Sonic Blade	5	Dark Haze	4	20%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Ars Solum	Stopga	4	Dark Haze	4	20%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Ars Solum	Stopga	4	Sonic Blade	5	20%	0	—	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Ars Solum	Thundara	3	Strike Raid	3	5%	0	—	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Ars Solum	Thunder	2	Sliding Dash	2	5%	0	—	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Ars Solum	Thunder	2	Strike Raid	2	5%	0	—	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Barrier Surge	Fire Dash	3	Barrier	3	100%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Barrier Surge	Stun Edge	3	Barrier	3	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Binding Strike	Quick Blitz	2	Bind	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Binding Strike	Strike Raid	2	Bind	2	100%	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Binding Strike	Stun Edge	2	Zero Gravity	2	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Bio Barrage	Poison	3	Block	1	20%*	0	0	—	—	—	—	—	—	—	—
Bio Barrage	Poison Edge	3	Block	1	20%*	0	0	—	—	—	—	—	—	—	—
Bio Barrage	Quick Blitz	2	Poison	2	5%*	0	0	0	—	—	—	—	—	—	—
Bio Barrage	Sliding Dash	2	Poison	2	5%*	0	0	0	—	—	—	—	—	—	—
Bio Barrage	Strike Raid	2	Poison	2	5%*	0	0	0	—	—	—	—	—	—	—
Blackout	Confuse	3	Zero Gravira	3	100%	0	0	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Blackout	Confuse	3	Zero Gravity	3	100%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Blackout	Zero Gravira	3	Poison	3	100%	0	0	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Blitz	Barrier Surge	3	Wishing Edge	3	90%	—	—	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Blitz	Quick Blitz	3	Slot Edge	3	90%*	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Blitz	Stun Edge	3	Slot Edge	3	90%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Blizzaga	Blizzara	3	Blizzara	3	100%	0	0	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Blizzaga	Blizzard	3	Blizzara	3	100%	0	0	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzaga	Blizzard Edge	3	Blizzara	3	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzara	Aero	2	Blizzard	2	100%	0	0	0	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Blizzara	Blizzard	2	Blizzard	2	100%	0	0	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzara	Blizzard	2	Blizzard Edge	2	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzara	Strike Raid	2	Blizzard	2	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzard Edge	Quick Blitz	2	Blizzara	2	95%*	0	0	0	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Blizzard Edge	Quick Blitz	2	Blizzard	2	95%*	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzard Edge	Sliding Dash	2	Blizzara	2	95%*	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Blizzard Edge	Sliding Dash	2	Blizzard	2	95%*	0	0	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Break Time	Curaga	2	Focus Barrier	2	10%	—	—	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost *	Treasure Magnet	EXP Walker
Break Time	Curaga	2	Focus Block	2	10%	0	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Break Time	Curaga	2	Renewal Barrier	2	10%	—	—	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Break Time	Curaga	2	Renewal Block	2	10%	0	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Brutal Blast	Mine Square	3	Binding Strike	3	70%	0	—	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Brutal Blast	Stun Edge	3	Mine Shield	3	70%	0	—	—	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Chaos Blade	Sonic Blade	5	Dark Haze	4	80%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Collision Magnet	Quick Blitz	3	Magnera	3	80%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Collision Magnet	Stun Edge	3	Magnera	3	80%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike



## RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Collision Magnet	Zero Gravira	3	Magnet	3	80%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Confuse Barrier	Confuse	3	Barrier	1	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Confuse Barrier	Confusion Strike	3	Barrier	1	100%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Confusion Strike	Confuse	2	Strike Raid	2	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Confusion Strike	Quick Blitz	2	Confuse	2	100%	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Confusion Strike	Sliding Dash	2	Zero Gravity	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Crawling Fire	Slow	3	Firaga	3	80%*	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Crawling Fire	Stopga	3	Firaga	3	80%*	0	0	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Crawling Fire	Stopra	3	Firaga	3	80%*	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Cura	Aero	2	Cure	2	100%	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cura	Cure	2	Cure	2	100%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cura	Cure	2	Thunder	2	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Curaga	Cura	3	Cura	3	100%	0	0	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Curaga	Cure	3	Cura	3	100%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
D-Link Magnet	Stopra	3	Magnera	3	100%	—	—	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
D-Link Magnet	Zero Gravira	3	Magnera	3	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Dark Firaga	Dark Haze	4	Firaga	4	100%	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Dark Firaga	Firaga	4	Blackout	3	100%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Dark Haze	Fire Dash	3	Blackout	3	100%	0	—	—	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Dark Haze	Zero Gravira	3	Fire Dash	3	100%	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Dark Haze	Zero Gravity	3	Fire Surge	3	100%	0	—	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Deep Freeze	Binding Strike	3	Blizzaga	4	100%	0	0	0	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Deep Freeze	Freeze Raid	4	Blizzaga	4	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Deep Freeze	Triple Blizzaga	4	Blizzaga	4	100%	—	—	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Energy Magnet	Cura	3	Magnera	3	100%	—	—	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Energy Magnet	Cure	3	Magnera	3	100%	—	—	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Faith	Wind Raid	5	Break Time	4	100%	—	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Fira	Fire	2	Fire	2	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fira	Fire	2	Fire Dash	2	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fira	Fire	2	Fire Strike	2	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Fira	Ignite	2	Fire	2	100%	0	0	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Firaga	Fira	3	Fira	3	90%*	0	0	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Firaga	Fire	3	Fira	3	90%*	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Firaga	Fire Dash	3	Fira	3	90%*	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Firaga Burst	Aeroga	3	Fira	3	20%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Firaga Burst	Aeroga	3	Firaga	3	20%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Firaga Burst	Aerora	3	Firaga	3	20%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Firaga Burst	Slow	3	Firaga	3	20%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Firaga Burst	Stopga	3	Firaga	3	20%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Firaga Burst	Stopra	3	Firaga	3	20%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Dash	Confusion Strike	2	Fire	2	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Dash	Sliding Dash	2	Fira	2	100%	0	0	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Fire Dash	Sliding Dash	2	Fire	2	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Glide	Glide	—	Firaga	4	100%	—	0	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Fire Glide	Glide	—	Fire Surge	3	100%	—	0	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Firewheel	Firaga	4	Cartwheel	4	100%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Firewheel	Fire Surge	3	Cartwheel	4	90%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Firewheel	Fission Firaga	4	Cartwheel	4	100%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Fire Strike	Fira	2	Poison Edge	2	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Strike	Stun Edge	2	Fire	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Fire Strike	Wishing Edge	2	Ignite	2	100%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Surge	Binding Strike	3	Fira	3	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Fire Surge	Confusion Strike	3	Fira	3	100%	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Fire Surge	Fire Strike	3	Fira	3	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Surge	Ignite	3	Fire Dash	3	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fission Firaga	Aeroga	3	Fira	3	80%*	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fission Firaga	Aeroga	3	Firaga	3	80%*	0	0	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Fission Firaga	Aerora	3	Firaga	3	80%*	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Freeze Raid	Binding Strike	3	Blizzard Edge	3	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Freeze Raid	Strike Raid	3	Blizzara	3	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Geo Impact	Brutal Blast	4	Brutal Blast	4	70%	0	—	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Glacier	Deep Freeze	5	Blizzaga	4	100%	—	—	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Glacier	Triple Blizzaga	4	Deep Freeze	5	100%	—	—	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Homing Slide	Air Slide	3	Magnet	3	100%	—	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Homing Slide	Air Slide	3	Sliding Dash	3	100%	—	0	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Homing Slide	Sliding Dash	3	Magnera	3	100%	—	0	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Ice Barrage	Mine Shield	4	Blizzaga	4	100%	—	—	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Ice Barrage	Mine Square	4	Blizzaga	4	100%	—	—	0	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Ice Slide	Air Slide	4	Blizzaga	4	100%	0	0	0	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Ice Slide	Air Slide	4	Blizzard Edge	3	100%	0	0	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Ignite	Bind	3	Fira	3	100%	0	0	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Ignite	Bind	3	Fire	3	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Lightning Ray	Air Slide	4	Blitz	4	10%*	0	0	0	—	—	—	—	—	—	—
Lightning Ray	Barrier Surge	3	Aeroga	4	10%	—	—	0	—	—	—	—	—	—	—
Lightning Ray	Dark Haze	4	Blitz	4	10%*	0	—	—	—	—	—	—	—	—	—
Lightning Ray	Thundara	3	Binding Strike	3	10%*	0	0	0	—	—	—	—	—	—	—
Lightning Ray	Thundara	3	Thundara	3	10%*	0	0	0	—	—	—	—	—	—	—
Lightning Ray	Thunder	3	Thundara	3	10%*	0	0	0	—	—	—	—	—	—	—
Lightning Ray	Thunder Surge	4	Fire Dash	4	10%*	0	0	0	—	—	—	—	—	—	—
Limit Storm	Binding Strike	3	Brutal Blast	4	100%	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Limit Storm	Confusion Strike	3	Brutal Blast	4	100%	0	—	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Magic Hour	Barrier Surge	3	Aeroga	4	90%	—	—	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Magic Hour	Zero Graviga	4	Blitz	4	90%*	—	—	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Magnega	Magnera	3	Magnera	3	100%	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Magnega	Magnet	3	Magnera	3	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Magnera	Magnet	2	Magnet	2	100%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Magnera	Stun Edge	2	Magnet	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Magnera	Thunder	2	Magnet	2	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Magnet Spiral	Binding Strike	3	Collision Magnet	4	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Magnet Spiral	Binding Strike	3	Magnega	4	100%	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Magnet Spiral	Quick Blitz	3	Magnera	3	20%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus



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COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Magnet Spiral	Stun Edge	3	Magnera	3	20%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Magnet Spiral	Zero Gravira	3	Magnet	3	20%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Mega Flare	Fission Firaga	4	Crawling Fire	4	100%	0	0	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Meteor	Brutal Blast	4	Magnega	4	10%	0	—	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Meteor	Geo Impact	5	Quake	5	100%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Meteor	Zero Graviga	4	Brutal Blast	4	10%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Meteor Crash	Fire Strike	3	Brutal Blast	4	100%	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Meteor Crash	Quake	5	Blitz	4	100%	0	—	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Meteor Shower	Thundaga	3	Firaga	3	15%	—	—	0	—	—	—	—	—	—	—
Meteor Shower	Thundaga	3	Freeze Raid	3	15%	—	—	0	—	—	—	—	—	—	—
Meteor Shower	Thundaga	3	Strike Raid	3	15%	—	—	0	—	—	—	—	—	—	—
Meteor Shower	Zero Graviga	4	Blitz	4	10%	—	—	0	—	—	—	—	—	—	—
Mine Shield	Fira	3	Block	1	100%	0	0	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Mine Shield	Stop	3	Ignite	3	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Mine Shield	Stopra	3	Block	1	100%	0	0	—	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Mine Shield	Zero Gravity	3	Fira	3	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Mine Square	Aerora	3	Ignite	3	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Mine Square	Fira	3	Barrier	1	100%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Mine Square	Stop	3	Fira	3	100%	0	0	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Mine Square	Stopra	3	Barrier	1	100%	—	—	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Mini	Bind	3	Magnega	4	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Mini	Magnega	4	Magnega	4	100%	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Mini	Warp	4	Magnera	3	100%	0	—	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Munny Magnet	Thundara	3	Magnera	3	100%	—	—	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Munny Magnet	Wishing Edge	3	Magnera	3	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Payback Fang	Sliding Dash	2	Counter Hammer	2	100%	0	—	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Payback Raid	Strike Raid	2	Sliding Dash	2	100%	—	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Payback Surge	Sliding Dash	2	Fire Surge	2	100%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Payback Surge	Thunder Surge	2	Sliding Dash	2	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Poison Block	Poison	3	Block	1	80%*	0	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Poison Block	Poison Edge	3	Block	1	80%*	0	0	—	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
Poison Edge	Quick Blitz	2	Poison	2	95%*	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Poison Edge	Sliding Dash	2	Poison	2	95%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Poison Edge	Strike Raid	2	Poison	2	95%*	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Quake	Brutal Blast	4	Brutal Blast	4	30%	0	—	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Quake	Brutal Blast	4	Magnega	4	90%	0	—	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Quake	Mine Square	3	Binding Strike	3	30%	0	—	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Quake	Stun Edge	3	Mine Shield	3	30%	0	—	—	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Quake	Zero Graviga	4	Brutal Blast	4	90%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Raging Storm	Fira	3	Fira	3	10%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Raging Storm	Firaga	3	Blitz	3	10%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Raging Storm	Firaga	3	Fira	3	10%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Raging Storm	Firaga	3	Firaga	3	10%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Raging Storm	Fire	3	Fira	3	10%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Raging Storm	Fire Dash	3	Fira	3	10%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Raging Storm	Fire Surge	3	Cartwheel	4	10%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Raging Storm	Fission Firaga	4	Firaga Burst	5	100%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Renewal Barrier	Curaga	4	Barrier	1	100%	—	—	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Renewal Barrier	Esuna	—	Barrier	1	100%	—	—	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Renewal Block	Curaga	4	Block	1	100%	0	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Renewal Block	Esuna	—	Block	1	100%	0	0	—	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Sacrifice	Dark Haze	4	Warp	5	100%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Sacrifice	Warp	5	Poison Edge	3	100%	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Salvation	Wind Raid	5	Curaga	4	100%	—	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Seeker Mine	Mine Shield	4	Magnega	4	100%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Seeker Mine	Mine Shield	4	Mine Square	4	100%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Seeker Mine	Mine Square	4	Magnega	4	100%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Slot Edge	Cura	2	Blizzard Edge	2	95%*	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Slot Edge	Cura	2	Poison Edge	2	95%*	0	0	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Slot Edge	Curaga	2	Focus Barrier	2	90%	—	—	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Slot Edge	Curaga	2	Focus Block	2	90%	0	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Slot Edge	Curaga	2	Renewal Barrier	2	90%	—	—	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Slot Edge	Curaga	2	Renewal Block	2	90%	0	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Slot Edge	Wishing Edge	2	Cure	2	100%	—	—	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Sonic Blade	Air Slide	4	Blitz	4	90%*	0	0	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Sonic Blade	Dark Haze	4	Blitz	4	90%*	0	—	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Sonic Blade	Thunder Surge	4	Fire Dash	4	90%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Spark Raid	Freeze Raid	4	Magnega	4	100%	—	0	—	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Spark Raid	Stun Block	3	Dodge Roll	4	20%	—	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Spark Raid	Thundaga	4	Dodge Roll	4	20%	—	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Spark Raid	Thunder Surge	4	Dodge Roll	4	20%	—	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Spark Raid	Treasure Raid	4	Magnega	4	100%	—	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Stop Barrier	Stopga	3	Barrier	1	80%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Stopga	Stop	3	Stopra	3	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Stopga	Stopra	3	Stopra	3	100%	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Stopra	Slow	2	Slow	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Stopra	Stop	2	Slow	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Stopra	Stop	2	Stop	2	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Strike Raid	Quick Blitz	2	Sliding Dash	2	100%	0	0	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Stun Block	Stun Edge	3	Block	1	100%	0	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Stun Block	Thundaga	4	Block	1	100%	0	0	—	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Stun Edge	Thundara	3	Strike Raid	3	95%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Stun Edge	Thunder	2	Sliding Dash	2	95%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Stun Edge	Thunder	2	Strike Raid	2	95%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thundaga	Thundara	3	Binding Strike	3	90%*	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thundaga	Thundara	3	Thundara	3	90%*	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Thundaga	Thunder	3	Thundara	3	90%*	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thundaga Shot	Thundaga	3	Firaga	3	85%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Thundaga Shot	Thundaga	3	Freeze Raid	3	85%	—	—	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Thundaga Shot	Thundaga	3	Strike Raid	3	85%	—	—	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus



## RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Thundara	Thunder	2	Stun Edge	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thundara	Thunder	2	Thunder	2	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thundara	Zero Gravity	2	Magnet	2	100%	0	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thunder Roll	Stun Block	3	Dodge Roll	4	80%	—	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thunder Roll	Thundaga	4	Dodge Roll	4	80%	—	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thunder Roll	Thunder Surge	4	Dodge Roll	4	80%	—	0	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Thunder Surge	Confusion Strike	3	Thundara	3	95%*	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Surge	Thundara	3	Fire Dash	3	100%	0	0	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Thunder Surge	Thundara	3	Freeze Raid	3	100%	0	0	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Thunder Surge	Thundara	3	Stun Edge	3	100%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Time Splicer	Aerial Slam	4	Stopga	4	100%	—	0	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Time Splicer	Barrier Surge	3	Wishing Edge	3	10%	—	—	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Time Splicer	Stopga	3	Barrier	1	20%	—	—	0	Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Time Splicer	Stun Edge	3	Slot Edge	3	10%	—	0	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Tornado	Aero	2	Aero	2	5%	—	0	—	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Tornado	Aero	3	Aerora	3	10%	—	0	—	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Tornado	Aero	2	Quick Blitz	2	5%	—	0	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Tornado	Aero	2	Thunder	2	5%	—	0	—	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Tornado	Aeroga	4	Magnea	4	100%	—	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Tornado	Aerora	3	Aerora	3	10%	—	0	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Tornado	Aerora	3	Quick Blitz	3	10%	—	0	—	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Tornado Strike	Aeroga	4	Binding Strike	3	100%	—	0	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Tornado Strike	Aeroga	4	Confusion Strike	3	100%	—	0	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Transcendence	Zero Graviga	4	Magnet Spiral	5	100%	0	0	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Treasure Raid	Slot Edge	3	Magnera	3	100%	—	0	—	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Treasure Raid	Slot Edge	3	Magnet	3	100%	—	0	—	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Treasure Raid	Strike Raid	3	Slot Edge	3	100%	—	0	—	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Triple Blizzaga	Blizzaga	3	Blitz	3	100%	—	—	0	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Triple Blizzaga	Blizzaga	3	Blizzaga	3	100%	—	—	0	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Triple Blizzaga	Blizzara	3	Blizzaga	3	100%	—	—	0	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike



# RECIPES BY END PRODUCT (CONTINUED)

COMPLETED COMMAND	INGREDIENT 1	LVL	INGREDIENT 2	LVL	SUCCESS RATE	TERRA	VENTUS	AQUA	SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Triple Firaga	Fira	3	Firaga	3	90%	—	—	0	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Triple Firaga	Firaga	3	Blitz	3	90%	—	—	0	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Triple Firaga	Firaga	3	Firaga	3	90%	—	—	0	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Warp	Aero	2	Magnet	2	10%	0	—	—	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Warp	Thundara	3	Zero Gravira	3	20%	0	—	—	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Warp	Thunder	2	Zero Gravity	2	10%	0	—	—	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Warp	Zero Gravira	3	Zero Gravira	3	20%	0	—	—	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Warp	Zero Gravira	3	Zero Gravity	3	20%	0	—	—	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Warp	Zero Gravity	2	Zero Gravity	2	10%	0	—	—	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Wind Raid	Aeroga	4	Freeze Raid	4	100%	—	0	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Wind Raid	Aeroga	4	Treasure Raid	4	100%	—	0	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Windcutter	Aeroga	4	Binding Strike	3	100%	0	—	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Windcutter	Aeroga	4	Confusion Strike	3	100%	0	—	—	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
Wishing Edge	Barrier Surge	2	Strike Raid	2	100%	—	—	0	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Wishing Edge	Barrier Surge	2	Stun Edge	2	100%	—	—	0	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Wishing Edge	Stun Edge	2	Binding Strike	2	100%	—	—	0	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Zantetsuken	Stopga	4	Dark Haze	4	80%	0	—	—	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Zantetsuken	Stopga	4	Sonic Blade	5	80%	0	—	—	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Zero Gravira	Thundara	3	Zero Gravira	3	80%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Zero Gravira	Zero Gravira	3	Zero Gravira	3	80%	0	0	0	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Zero Gravira	Zero Gravity	3	Zero Gravira	3	80%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Zero Gravira	Aero	2	Magnet	2	90%	0	0	0	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Zero Gravira	Thunder	2	Zero Gravity	2	90%	0	0	0	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Zero Gravira	Zero Gravity	2	Zero Gravity	2	90%	0	0	0	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike



# RECIPES BY INGREDIENT

\* Success rate varies by character.

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Aerial Slam	4	Blitz	4	Ars Arcanum	100%	—	0	—
Aerial Slam	4	Stopga	4	Time Splicer	100%	—	0	0
Aero	2	Aero	2	Aerora	95%*	0	0	0
Aero	2	Aero	2	Tornado	5%	—	0	—
Aero	3	Aerora	3	Aeroga	90%*	0	0	0
Aero	3	Aerora	3	Tornado	10%	—	0	—
Aero	2	Blizzard	2	Blizzara	100%	0	0	0
Aero	2	Cure	2	Cura	100%	0	0	0
Aero	3	Fire Surge	3	Aerial Slam	100%	0	0	0
Aero	2	Magnet	2	Zero Gravira	90%	0	0	0
Aero	2	Magnet	2	Warp	10%	0	—	—
Aero	2	Quick Blitz	2	Aerora	95%*	0	0	0
Aero	2	Quick Blitz	2	Tornado	5%	—	0	—
Aero	2	Thunder	2	Aerora	95%*	0	0	0
Aero	2	Thunder	2	Tornado	5%	—	0	—
Aeroga	4	Barrier Surge	3	Magic Hour	90%	—	—	0
Aeroga	4	Barrier Surge	3	Lightning Ray	10%	—	—	0
Aeroga	4	Binding Strike	3	Windcutter	100%	0	—	—
Aeroga	4	Binding Strike	3	Tornado Strike	100%	—	0	—
Aeroga	4	Confusion Strike	3	Windcutter	100%	0	—	—
Aeroga	4	Confusion Strike	3	Tornado Strike	100%	—	0	—
Aeroga	3	Fira	3	Fission Firaga	80%*	0	0	0
Aeroga	3	Fira	3	Firaga Burst	20%	—	—	0
Aeroga	3	Firaga	3	Fission Firaga	80%*	0	0	0
Aeroga	3	Firaga	3	Firaga Burst	20%	—	—	0
Aeroga	4	Freeze Raid	4	Wind Raid	100%	—	0	—
Aeroga	4	Magnega	4	Tornado	100%	—	0	—
Aeroga	4	Treasure Raid	4	Wind Raid	100%	—	0	—
Aerora	3	Aero	3	Aeroga	90%*	0	0	0
Aerora	3	Aero	3	Tornado	10%	—	0	—
Aerora	3	Aerora	3	Aeroga	90%*	0	0	0
Aerora	3	Aerora	3	Tornado	10%	—	0	—
Aerora	3	Firaga	3	Fission Firaga	80%*	0	0	0
Aerora	3	Firaga	3	Firaga Burst	20%	—	—	0
Aerora	3	Fire Strike	3	Aerial Slam	90%*	0	0	0
Aerora	3	Fire Strike	3	Ars Arcanum	10%	—	0	—
Aerora	3	Ignite	3	Mine Square	100%	0	0	0
Aerora	3	Quick Blitz	3	Aeroga	90%*	0	0	0
Aerora	3	Quick Blitz	3	Tornado	10%	—	0	—
Air Slide	4	Blitz	4	Sonic Blade	90%*	0	0	0
Air Slide	4	Blitz	4	Lightning Ray	10%*	0	0	0
Air Slide	4	Blizzaga	4	Ice Slide	100%	0	0	0
Air Slide	4	Blizzard Edge	3	Ice Slide	100%	0	0	0
Air Slide	3	Magnet	3	Homing Slide	100%	—	0	0
Air Slide	3	Sliding Dash	3	Homing Slide	100%	—	0	0
Barrier	3	Confuse	1	Confuse Barrier	100%	—	—	0
Barrier	3	Confusion Strike	1	Confuse Barrier	100%	—	—	0
Barrier	4	Curaga	1	Renewal Barrier	100%	—	—	0
Barrier	—	Esuna	1	Renewal Barrier	100%	—	—	0
Barrier	3	Fira	1	Mine Square	100%	—	—	0
Barrier	3	Fire Dash	3	Barrier Surge	100%	—	—	0
Barrier	3	Stopga	1	Stop Barrier	80%	—	—	0
Barrier	3	Stopga	1	Time Splicer	20%	—	—	0
Barrier	3	Stopra	1	Mine Square	100%	—	—	0
Barrier	3	Stun Edge	3	Barrier Surge	100%	—	—	0
Barrier Surge	3	Aeroga	4	Magic Hour	90%	—	—	0
Barrier Surge	3	Aeroga	4	Lightning Ray	10%	—	—	0
Barrier Surge	2	Strike Raid	2	Wishing Edge	100%	—	—	0
Barrier Surge	2	Stun Edge	2	Wishing Edge	100%	—	—	0
Barrier Surge	3	Wishing Edge	3	Blitz	90%	—	—	0
Barrier Surge	3	Wishing Edge	3	Time Splicer	10%	—	—	0
Bind	3	Fira	3	Ignite	100%	0	0	0
Bind	3	Fire	3	Ignite	100%	0	0	0
Bind	3	Magnega	4	Mini	100%	0	0	0
Bind	2	Quick Blitz	2	Binding Strike	100%	0	0	0



[illegible]



## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	IERIA	VENTUS	AQUA
Bind	2	Strike Raid	2	Binding Strike	100%	0	0	0
Binding Strike	4	Aeroga	3	Windcutter	100%	0	—	—
Binding Strike	4	Aeroga	3	Tornado Strike	100%	—	0	—
Binding Strike	3	Blizzaga	4	Deep Freeze	100%	0	0	0
Binding Strike	3	Blizzard Edge	3	Freeze Raid	100%	0	0	0
Binding Strike	3	Brutal Blast	4	Limit Storm	100%	0	—	—
Binding Strike	3	Collision Magnet	4	Magnet Spiral	100%	0	0	0
Binding Strike	3	Fira	3	Fire Surge	100%	0	0	0
Binding Strike	3	Magnega	4	Magnet Spiral	100%	0	0	0
Binding Strike	3	Mine Square	3	Quake	30%	0	—	—
Binding Strike	3	Mine Square	3	Brutal Blast	70%	0	—	—
Binding Strike	2	Stun Edge	2	Wishing Edge	100%	—	—	0
Binding Strike	3	Thundara	3	Thundaga	90%*	0	0	0
Binding Strike	3	Thundara	3	Lightning Ray	10%*	0	0	0
Blackout	4	Firaga	3	Dark Firaga	100%	0	—	—
Blackout	3	Fire Dash	3	Dark Haze	100%	0	—	—
Blitz	4	Aerial Slam	4	Ars Arcanum	100%	—	0	—
Blitz	4	Air Slide	4	Sonic Blade	90%*	0	0	0
Blitz	4	Air Slide	4	Lightning Ray	10%*	0	0	0
Blitz	3	Blizzaga	3	Triple Blizzaga	100%	—	—	0
Blitz	4	Dark Haze	4	Sonic Blade	90%*	0	—	—
Blitz	4	Dark Haze	4	Lightning Ray	10%*	0	—	—
Blitz	3	Firaga	3	Triple Firaga	90%	—	—	0
Blitz	3	Firaga	3	Raging Storm	10%	—	—	0
Blitz	5	Quake	4	Meteor Crash	100%	0	—	—
Blitz	4	Zero Graviga	4	Magic Hour	90%*	—	—	0
Blitz	4	Zero Graviga	4	Meteor Shower	10%	—	—	0
Blizzaga	4	Air Slide	4	Ice Slide	100%	0	0	0
Blizzaga	3	Binding Strike	4	Deep Freeze	100%	0	0	0
Blizzaga	3	Blitz	3	Triple Blizzaga	100%	—	—	0
Blizzaga	3	Blizzaga	3	Triple Blizzaga	100%	—	—	0
Blizzaga	3	Blizzaga	3	Triple Blizzaga	100%	—	—	0
Blizzaga	5	Deep Freeze	4	Glacier	100%	—	—	0
Blizzaga	4	Freeze Raid	4	Deep Freeze	100%	0	0	0
Blizzaga	4	Mine Shield	4	Ice Barrage	100%	—	—	0
Blizzaga	4	Mine Square	4	Ice Barrage	100%	—	—	0
Blizzaga	4	Triple Blizzaga	4	Deep Freeze	100%	—	—	0
Blizzara	3	Blizzaga	3	Triple Blizzaga	100%	—	—	0
Blizzara	3	Blizzaga	3	Blizzaga	100%	0	0	0
Blizzara	3	Blizzard	3	Blizzaga	100%	0	0	0
Blizzara	3	Blizzard Edge	3	Blizzaga	100%	0	0	0
Blizzara	2	Quick Blitz	2	Blizzard Edge	95%*	0	0	0
Blizzara	2	Quick Blitz	2	Ars Arcanum	5%	—	0	—
Blizzara	2	Sliding Dash	2	Blizzard Edge	95%*	0	0	0
Blizzara	2	Sliding Dash	2	Ars Arcanum	5%	—	0	—
Blizzara	3	Strike Raid	3	Freeze Raid	100%	0	0	0
Blizzard	2	Aero	2	Blizzara	100%	0	0	0
Blizzard	3	Blizzara	3	Blizzaga	100%	0	0	0
Blizzard	2	Blizzard	2	Blizzara	100%	0	0	0
Blizzard	2	Blizzard Edge	2	Blizzara	100%	0	0	0
Blizzard	2	Quick Blitz	2	Blizzard Edge	95%*	0	0	0
Blizzard	2	Quick Blitz	2	Ars Arcanum	5%	—	0	—
Blizzard	2	Sliding Dash	2	Blizzard Edge	95%*	0	0	0
Blizzard	2	Sliding Dash	2	Ars Arcanum	5%	—	0	—
Blizzard	2	Strike Raid	2	Blizzara	100%	0	0	0
Blizzard Edge	4	Air Slide	3	Ice Slide	100%	0	0	0
Blizzard Edge	3	Binding Strike	3	Freeze Raid	100%	0	0	0
Blizzard Edge	3	Blizzara	3	Blizzaga	100%	0	0	0
Blizzard Edge	2	Blizzard	2	Blizzara	100%	0	0	0
Blizzard Edge	2	Cura	2	Slot Edge	95%*	0	0	0
Blizzard Edge	2	Cura	2	Ars Arcanum	5%	—	0	—
Block	4	Curaga	1	Renewal Block	100%	0	0	—
Block	—	Esuna	1	Renewal Block	100%	0	0	—
Block	3	Fira	1	Mine Shield	100%	0	0	—



[illegible]



# RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Block	3	Poison	1	Bio Barrage	20%*	0	0	—
Block	3	Poison	1	Poison Block	80%*	0	0	—
Block	3	Poison Edge	1	Bio Barrage	20%*	0	0	—
Block	3	Poison Edge	1	Poison Block	80%*	0	0	—
Block	3	Stopra	1	Mine Shield	100%	0	0	—
Block	3	Stun Edge	1	Stun Block	100%	0	0	—
Block	4	Thundaga	1	Stun Block	100%	0	0	—
Break Time	5	Wind Raid	4	Faith	100%	—	0	—
Brutal Blast	3	Binding Strike	4	Limit Storm	100%	0	—	—
Brutal Blast	4	Brutal Blast	4	Geo Impact	70%	0	—	—
Brutal Blast	4	Brutal Blast	4	Quake	30%	0	—	—
Brutal Blast	3	Confusion Strike	4	Limit Storm	100%	0	—	—
Brutal Blast	3	Fire Strike	4	Meteor Crash	100%	0	—	—
Brutal Blast	4	Magnega	4	Quake	90%	0	—	—
Brutal Blast	4	Magnega	4	Meteor	10%	0	—	—
Brutal Blast	4	Zero Graviga	4	Meteor	10%	0	—	—
Brutal Blast	4	Zero Graviga	4	Quake	90%	0	—	—
Cartwheel	4	Firaga	4	Firewheel	100%	—	—	0
Cartwheel	3	Fire Surge	4	Firewheel	90%	—	—	0
Cartwheel	3	Fire Surge	4	Raging Storm	10%	—	—	0
Cartwheel	4	Fission Firaga	4	Firewheel	100%	—	—	0
Collision Magnet	3	Binding Strike	4	Magnet Spiral	100%	0	0	0
Confuse	3	Barrier	1	Confuse Barrier	100%	—	—	0
Confuse	2	Quick Blitz	2	Confusion Strike	100%	0	0	0
Confuse	2	Strike Raid	2	Confusion Strike	100%	0	0	0
Confuse	3	Zero Gravira	3	Blackout	100%	0	0	0
Confuse	3	Zero Gravity	3	Blackout	100%	0	0	0
Confusion Strike	4	Aeroga	3	Windcutter	100%	0	—	—
Confusion Strike	4	Aeroga	3	Tornado Strike	100%	—	0	—
Confusion Strike	3	Barrier	1	Confuse Barrier	100%	—	—	0
Confusion Strike	3	Brutal Blast	4	Limit Storm	100%	0	—	—
Confusion Strike	3	Fira	3	Fire Surge	100%	0	0	0
Confusion Strike	2	Fire	2	Fire Dash	100%	0	0	0
Confusion Strike	3	Thundara	3	Thunder Surge	95%*	0	0	0
Confusion Strike	3	Thundara	3	Ars Solum	5%	0	—	—
Counter Hammer	2	Sliding Dash	2	Payback Fang	100%	0	—	—
Crawling Fire	4	Fission Firaga	4	Mega Flare	100%	0	0	0
Cura	2	Blizzard Edge	2	Slot Edge	95%*	0	0	0
Cura	2	Blizzard Edge	2	Ars Arcanum	5%	—	0	—
Cura	3	Cura	3	Curaga	100%	0	0	0
Cura	3	Cure	3	Curaga	100%	0	0	0
Cura	3	Magnera	3	Energy Magnet	100%	—	—	0
Cura	2	Poison Edge	2	Slot Edge	95%*	0	0	0
Cura	2	Poison Edge	2	Ars Arcanum	5%	—	0	—
Curaga	4	Barrier	1	Renewal Barrier	100%	—	—	0
Curaga	4	Block	1	Renewal Block	100%	0	0	—
Curaga	2	Focus Barrier	2	Slot Edge	90%	—	—	0
Curaga	2	Focus Barrier	2	Break Time	10%	—	—	0
Curaga	2	Focus Block	2	Slot Edge	90%	0	0	—
Curaga	2	Focus Block	2	Break Time	10%	0	0	—
Curaga	2	Renewal Barrier	2	Slot Edge	90%	—	—	0
Curaga	2	Renewal Barrier	2	Break Time	10%	—	—	0
Curaga	2	Renewal Block	2	Slot Edge	90%	0	0	—
Curaga	2	Renewal Block	2	Break Time	10%	0	0	—
Curaga	5	Wind Raid	4	Salvation	100%	—	0	—
Cure	2	Aero	2	Cura	100%	0	0	0
Cure	3	Cura	3	Curaga	100%	0	0	0
Cure	2	Cure	2	Cura	100%	0	0	0
Cure	3	Magnera	3	Energy Magnet	100%	—	—	0
Cure	2	Thunder	2	Cura	100%	0	0	0
Cure	2	Wishing Edge	2	Slot Edge	100%	—	—	0
Dark Haze	4	Blitz	4	Sonic Blade	90%*	0	—	—
Dark Haze	4	Blitz	4	Lightning Ray	10%*	0	—	—
Dark Haze	4	Firaga	4	Dark Firaga	100%	0	—	—







## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	ERRA	VENTUS	AQUA
Dark Haze	5	Sonic Blade	4	Chaos Blade	80%	0	—	—
Dark Haze	5	Sonic Blade	4	Ars Solum	20%	0	—	—
Dark Haze	4	Stopga	4	Zantetsuken	80%	0	—	—
Dark Haze	4	Stopga	4	Ars Solum	20%	0	—	—
Dark Haze	4	Warp	5	Sacrifice	100%	0	—	—
Deep Freeze	5	Blizzaga	4	Glacier	100%	—	—	0
Deep Freeze	4	Triple Blizzaga	5	Glacier	100%	—	—	0
Dodge Roll	3	Stun Block	4	Thunder Roll	80%	—	0	—
Dodge Roll	3	Stun Block	4	Spark Raid	20%	—	0	—
Dodge Roll	4	Thundaga	4	Thunder Roll	80%	—	0	—
Dodge Roll	4	Thundaga	4	Spark Raid	20%	—	0	—
Dodge Roll	4	Thunder Surge	4	Thunder Roll	80%	—	0	—
Dodge Roll	4	Thunder Surge	4	Spark Raid	20%	—	0	—
Esuna	—	Barrier	1	Renewal Barrier	100%	—	—	0
Esuna	—	Block	1	Renewal Block	100%	0	0	—
Fira	3	Aeroga	3	Fission Firaga	80%*	0	0	0
Fira	3	Aeroga	3	Firaga Burst	20%	—	—	0
Fira	3	Barrier	1	Mine Square	100%	—	—	0
Fira	3	Bind	3	Ignite	100%	0	0	0
Fira	3	Binding Strike	3	Fire Surge	100%	0	0	0
Fira	3	Block	1	Mine Shield	100%	0	0	—
Fira	3	Confusion Strike	3	Fire Surge	100%	0	0	0
Fira	3	Fira	3	Firaga	90%*	0	0	0
Fira	3	Fira	3	Raging Storm	10%	—	—	0
Fira	3	Firaga	3	Triple Firaga	90%	—	—	0
Fira	3	Firaga	3	Raging Storm	10%	—	—	0
Fira	3	Fire	3	Firaga	90%*	0	0	0
Fira	3	Fire	3	Raging Storm	10%	—	—	0
Fira	3	Fire Dash	3	Firaga	90%*	0	0	0
Fira	3	Fire Dash	3	Raging Storm	10%	—	—	0
Fira	3	Fire Strike	3	Fire Surge	100%	0	0	0
Fira	2	Poison Edge	2	Fire Strike	100%	0	0	0
Fira	2	Sliding Dash	2	Fire Dash	100%	0	0	0
Fira	3	Stop	3	Mine Square	100%	0	0	0
Fira	3	Zero Gravity	3	Mine Shield	100%	0	0	0
Firaga	3	Aeroga	3	Fission Firaga	80%*	0	0	0
Firaga	3	Aeroga	3	Firaga Burst	20%	—	—	0
Firaga	3	Aerora	3	Fission Firaga	80%*	0	0	0
Firaga	3	Aerora	3	Firaga Burst	20%	—	—	0
Firaga	4	Blackout	3	Dark Firaga	100%	0	—	—
Firaga	3	Blitz	3	Triple Firaga	90%	—	—	0
Firaga	3	Blitz	3	Raging Storm	10%	—	—	0
Firaga	4	Dark Haze	4	Dark Firaga	100%	0	—	—
Firaga	3	Fira	3	Raging Storm	10%	—	—	0
Firaga	3	Fira	3	Triple Firaga	90%	—	—	0
Firaga	3	Firaga	3	Triple Firaga	90%	—	—	0
Firaga	3	Firaga	3	Raging Storm	10%	—	—	0
Firaga	—	Glide	4	Fire Glide	100%	—	0	—
Firaga	3	Slow	3	Crawling Fire	80%*	0	0	0
Firaga	3	Slow	3	Firaga Burst	20%	—	—	0
Firaga	3	Stopga	3	Crawling Fire	80%*	0	0	0
Firaga	3	Stopga	3	Firaga Burst	20%	—	—	0
Firaga	3	Stopra	3	Crawling Fire	80%*	0	0	0
Firaga	3	Stopra	3	Firaga Burst	20%	—	—	0
Firaga	3	Thundaga	3	Thundaga Shot	85%	—	—	0
Firaga	3	Thundaga	3	Meteor Shower	15%	—	—	0
Firaga	4	Cartwheel	4	Firewheel	100%	—	—	0
Firaga Burst	4	Fission Firaga	5	Raging Storm	100%	—	—	0
Fire	3	Bind	3	Ignite	100%	0	0	0
Fire	2	Confusion Strike	2	Fire Dash	100%	0	0	0
Fire	3	Fira	3	Firaga	90%*	0	0	0
Fire	3	Fira	3	Raging Storm	10%	—	—	0
Fire	2	Fire	2	Fira	100%	0	0	0
Fire	2	Fire Dash	2	Fira	100%	0	0	0
Fire	2	Fire Strike	2	Fira	100%	0	0	0



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## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Fire	2	Ignite	2	Fira	100%	0	0	0
Fire	2	Sliding Dash	2	Fire Dash	100%	0	0	0
Fire	2	Stun Edge	2	Fire Strike	100%	0	0	0
Fire Dash	3	Barrier	3	Barrier Surge	100%	—	—	0
Fire Dash	3	Blackout	3	Dark Haze	100%	0	—	—
Fire Dash	3	Fira	3	Firaga	90%*	0	0	0
Fire Dash	3	Fira	3	Raging Storm	10%	—	—	0
Fire Dash	2	Fire	2	Fira	100%	0	0	0
Fire Dash	3	High Jump	3	Aerial Slam	100%	0	0	0
Fire Dash	3	Ignite	3	Fire Surge	100%	0	0	0
Fire Dash	3	Thundara	3	Thunder Surge	100%	0	0	0
Fire Dash	4	Thunder Surge	4	Sonic Blade	90%*	0	0	0
Fire Dash	4	Thunder Surge	4	Lightning Ray	10%*	0	0	0
Fire Dash	3	Zero Gravira	3	Dark Haze	100%	0	—	—
Fire Strike	3	Aerora	3	Aerial Slam	90%*	0	0	0
Fire Strike	3	Aerora	3	Ars Arcanum	10%	—	0	—
Fire Strike	3	Brutal Blast	4	Meteor Crash	100%	0	—	—
Fire Strike	3	Fira	3	Fire Surge	100%	0	0	0
Fire Strike	2	Fire	2	Fira	100%	0	0	0
Fire Surge	3	Aero	3	Aerial Slam	100%	0	0	0
Fire Surge	—	Glide	3	Fire Glide	100%	—	0	—
Fire Surge	2	Sliding Dash	2	Payback Surge	100%	—	—	0
Fire Surge	3	Cartwheel	4	Firewheel	90%	—	—	0
Fire Surge	3	Cartwheel	4	Raging Storm	10%	—	—	0
Fire Surge	3	Zero Gravity	3	Dark Haze	100%	0	—	—
Fission Firaga	4	Crawling Fire	4	Mega Flare	100%	0	0	0
Fission Firaga	4	Firaga Burst	5	Raging Storm	100%	—	—	0
Fission Firaga	4	Cartwheel	4	Firewheel	100%	—	—	0
Focus Barrier	2	Curaga	2	Slot Edge	90%	—	—	0
Focus Barrier	2	Curaga	2	Break Time	10%	—	—	0
Focus Block	2	Curaga	2	Slot Edge	90%	0	0	—
Focus Block	2	Curaga	2	Break Time	10%	0	0	—
Freeze Raid	4	Aeroga	4	Wind Raid	100%	—	0	—
Freeze Raid	4	Blizzaga	4	Deep Freeze	100%	0	0	0
Freeze Raid	4	Magnega	4	Spark Raid	100%	—	0	—
Freeze Raid	3	Thundaga	3	Thundaga Shot	85%	—	—	0
Freeze Raid	3	Thundaga	3	Meteor Shower	15%	—	—	0
Freeze Raid	3	Thundara	3	Thunder Surge	100%	0	0	0
Geo Impact	5	Quake	5	Meteor	100%	0	—	—
Glide	—	Firaga	4	Fire Glide	100%	—	0	—
Glide	—	Fire Surge	3	Fire Glide	100%	—	0	—
High Jump	3	Fire Dash	3	Aerial Slam	100%	0	0	0
Ignite	3	Aerora	3	Mine Square	100%	0	0	0
Ignite	2	Fire	2	Fira	100%	0	0	0
Ignite	3	Fire Dash	3	Fire Surge	100%	0	0	0
Ignite	3	Stop	3	Mine Shield	100%	0	0	0
Ignite	2	Wishing Edge	2	Fire Strike	100%	—	—	0
Magnega	4	Aeroga	4	Tornado	100%	—	0	—
Magnega	3	Bind	4	Mini	100%	0	0	0
Magnega	3	Binding Strike	4	Magnet Spiral	100%	0	0	0
Magnega	4	Brutal Blast	4	Quake	90%	0	—	—
Magnega	4	Brutal Blast	4	Meteor	10%	0	—	—
Magnega	4	Freeze Raid	4	Spark Raid	100%	—	0	—
Magnega	4	Magnega	4	Mini	100%	0	0	0
Magnega	4	Mine Shield	4	Seeker Mine	100%	—	—	0
Magnega	4	Mine Square	4	Seeker Mine	100%	—	—	0
Magnega	4	Treasure Raid	4	Spark Raid	100%	—	0	—
Magnera	3	Cura	3	Energy Magnet	100%	—	—	0
Magnera	3	Cure	3	Energy Magnet	100%	—	—	0
Magnera	3	Magnera	3	Magnega	100%	0	0	0
Magnera	3	Magnet	3	Magnega	100%	0	0	0
Magnera	3	Quick Blitz	3	Collision Magnet	80%	0	0	0
Magnera	3	Quick Blitz	3	Magnet Spiral	20%	0	0	0
Magnera	3	Sliding Dash	3	Homing Slide	100%	—	0	0
Magnera	3	Slot Edge	3	Treasure Raid	100%	—	0	—







## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTILUS	AQUA
Magnera	3	Stopra	3	D-Link Magnet	100%	—	—	0
Magnera	3	Stun Edge	3	Collision Magnet	80%	0	0	0
Magnera	3	Stun Edge	3	Magnet Spiral	20%	0	0	0
Magnera	3	Thundara	3	Munny Magnet	100%	—	—	0
Magnera	4	Warp	3	Mini	100%	0	—	—
Magnera	3	Wishing Edge	3	Munny Magnet	100%	—	—	0
Magnera	3	Zero Gravira	3	D-Link Magnet	100%	—	—	0
Magnet	2	Aero	2	Zero Gravira	90%	0	0	0
Magnet	2	Aero	2	Warp	10%	0	—	—
Magnet	3	Air Slide	3	Homing Slide	100%	—	0	0
Magnet	3	Magnera	3	Magnea	100%	0	0	0
Magnet	2	Magnet	2	Magnera	100%	0	0	0
Magnet	3	Slot Edge	3	Treasure Raid	100%	—	0	—
Magnet	2	Stun Edge	2	Magnera	100%	0	0	0
Magnet	2	Thunder	2	Magnera	100%	0	0	0
Magnet	3	Zero Gravira	3	Collision Magnet	80%	0	0	0
Magnet	3	Zero Gravira	3	Magnet Spiral	20%	0	0	0
Magnet	2	Zero Gravity	2	Thundara	100%	0	0	0
Magnet Spiral	4	Zero Gravira	5	Transcendence	100%	0	0	0
Mine Shield	4	Blizzaga	4	Ice Barrage	100%	—	—	0
Mine Shield	4	Magnea	4	Seeker Mine	100%	—	—	0
Mine Shield	4	Mine Square	4	Seeker Mine	100%	—	—	0
Mine Shield	3	Stun Edge	3	Quake	30%	0	—	—
Mine Shield	3	Stun Edge	3	Brutal Blast	70%	0	—	—
Mine Square	3	Binding Strike	3	Quake	30%	0	—	—
Mine Square	3	Binding Strike	3	Brutal Blast	70%	0	—	—
Mine Square	4	Blizzaga	4	Ice Barrage	100%	—	—	0
Mine Square	4	Magnea	4	Seeker Mine	100%	—	—	0
Mine Square	4	Mine Shield	4	Seeker Mine	100%	—	—	0
Poison	3	Block	1	Bio Barrage	20%*	0	0	—
Poison	3	Block	1	Poison Block	80%*	0	0	—
Poison	2	Quick Blitz	2	Bio Barrage	5%*	0	0	0
Poison	2	Quick Blitz	2	Poison Edge	95%*	0	0	0
Poison	2	Sliding Dash	2	Bio Barrage	5%*	0	0	0
Poison	2	Sliding Dash	2	Poison Edge	95%*	0	0	0
Poison	2	Strike Raid	2	Bio Barrage	5%*	0	0	0
Poison	2	Strike Raid	2	Poison Edge	95%*	0	0	0
Poison	3	Zero Gravira	3	Blackout	100%	0	0	0
Poison Edge	3	Block	1	Bio Barrage	20%*	0	0	—
Poison Edge	3	Block	1	Poison Block	80%*	0	0	—
Poison Edge	2	Cura	2	Slot Edge	95%*	0	0	0
Poison Edge	2	Cura	2	Ars Arcanum	5%	—	0	—
Poison Edge	2	Fira	2	Fire Strike	100%	0	0	0
Poison Edge	5	Warp	3	Sacrifice	100%	0	—	—
Quake	5	Blitz	4	Meteor Crash	100%	0	—	—
Quake	5	Geo Impact	5	Meteor	100%	0	—	—
Quick Blitz	2	Aero	2	Aerora	95%*	0	0	0
Quick Blitz	2	Aero	2	Tornado	5%	—	0	—
Quick Blitz	3	Aerora	3	Aeroga	90%*	0	0	0
Quick Blitz	3	Aerora	3	Tornado	10%	—	0	—
Quick Blitz	2	Bind	2	Binding Strike	100%	0	0	0
Quick Blitz	2	Blizzara	2	Blizzard Edge	95%*	0	0	0
Quick Blitz	2	Blizzara	2	Ars Arcanum	5%	—	0	—
Quick Blitz	2	Blizzard	2	Blizzard Edge	95%*	0	0	0
Quick Blitz	2	Blizzard	2	Ars Arcanum	5%	—	0	—
Quick Blitz	2	Confuse	2	Confusion Strike	100%	0	0	0
Quick Blitz	3	Magnera	3	Collision Magnet	80%	0	0	0
Quick Blitz	3	Magnera	3	Magnet Spiral	20%	0	0	0
Quick Blitz	2	Poison	2	Bio Barrage	5%*	0	0	0
Quick Blitz	2	Poison	2	Poison Edge	95%*	0	0	0
Quick Blitz	2	Sliding Dash	2	Strike Raid	100%	0	0	0
Quick Blitz	3	Slot Edge	3	Blitz	90%*	0	0	0
Quick Blitz	3	Slot Edge	3	Ars Arcanum	10%	—	0	—



[illegible]



## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Renewal Barrier	2	Curaga	2	Slot Edge	90%	—	—	0
Renewal Barrier	2	Curaga	2	Break Time	10%	—	—	0
Renewal Block	2	Curaga	2	Slot Edge	90%	0	0	—
Renewal Block	2	Curaga	2	Break Time	10%	0	0	—
Sliding Dash	3	Air Slide	3	Homing Slide	100%	—	0	0
Sliding Dash	2	Blizzara	2	Blizzard Edge	95%*	0	0	0
Sliding Dash	2	Blizzara	2	Ars Arcanum	5%	—	0	—
Sliding Dash	2	Blizzard	2	Blizzard Edge	95%*	0	0	0
Sliding Dash	2	Blizzard	2	Ars Arcanum	5%	—	0	—
Sliding Dash	2	Counter Hammer	2	Payback Fang	100%	0	—	—
Sliding Dash	2	Fira	2	Fire Dash	100%	0	0	0
Sliding Dash	2	Fire	2	Fire Dash	100%	0	0	0
Sliding Dash	2	Fire Surge	2	Payback Surge	100%	—	—	0
Sliding Dash	3	Magnera	3	Homing Slide	100%	—	0	0
Sliding Dash	2	Poison	2	Bio Barrage	5%*	0	0	0
Sliding Dash	2	Poison	2	Poison Edge	95%*	0	0	0
Sliding Dash	2	Quick Blitz	2	Strike Raid	100%	0	0	0
Sliding Dash	2	Strike Raid	2	Payback Raid	100%	—	0	—
Sliding Dash	2	Thunder	2	Stun Edge	95%*	0	0	0
Sliding Dash	2	Thunder	2	Ars Solum	5%	0	—	—
Sliding Dash	2	Thunder Surge	2	Payback Surge	100%	—	—	0
Sliding Dash	2	Zero Gravity	2	Confusion Strike	100%	0	0	0
Slot Edge	3	Magnera	3	Treasure Raid	100%	—	0	—
Slot Edge	3	Magnet	3	Treasure Raid	100%	—	0	—
Slot Edge	3	Quick Blitz	3	Blitz	90%*	0	0	0
Slot Edge	3	Quick Blitz	3	Ars Arcanum	10%	—	0	—
Slot Edge	3	Strike Raid	3	Treasure Raid	100%	—	0	—
Slot Edge	3	Stun Edge	3	Time Splicer	10%	—	0	0
Slot Edge	3	Stun Edge	3	Blitz	90%*	0	0	0
Slow	3	Firaga	3	Crawling Fire	80%*	0	0	0
Slow	3	Firaga	3	Firaga Burst	20%	—	—	0
Slow	2	Slow	2	Stopra	100%	0	0	0
Slow	2	Stop	2	Stopra	100%	0	0	0
Sonic Blade	5	Dark Haze	4	Chaos Blade	80%	0	—	—
Sonic Blade	5	Dark Haze	4	Ars Solum	20%	0	—	—
Sonic Blade	4	Stopga	5	Zantetsuken	80%	0	—	—
Sonic Blade	4	Stopga	5	Ars Solum	20%	0	—	—
Stop	3	Fira	3	Mine Square	100%	0	0	0
Stop	3	Ignite	3	Mine Shield	100%	0	0	0
Stop	2	Slow	2	Stopra	100%	0	0	0
Stop	2	Stop	2	Stopra	100%	0	0	0
Stop	3	Stopra	3	Stopga	100%	0	0	0
Stopga	4	Aerial Slam	4	Time Splicer	100%	—	0	0
Stopga	3	Barrier	1	Stop Barrier	80%	—	—	0
Stopga	3	Barrier	1	Time Splicer	20%	—	—	0
Stopga	4	Dark Haze	4	Zantetsuken	80%	0	—	—
Stopga	4	Dark Haze	4	Ars Solum	20%	0	—	—
Stopga	3	Firaga	3	Crawling Fire	80%*	0	0	0
Stopga	3	Firaga	3	Firaga Burst	20%	—	—	0
Stopga	4	Sonic Blade	5	Zantetsuken	80%	0	—	—
Stopga	4	Sonic Blade	5	Ars Solum	20%	0	—	—
Stopra	3	Barrier	1	Mine Square	100%	—	—	0
Stopra	3	Block	1	Mine Shield	100%	0	0	—
Stopra	3	Firaga	3	Crawling Fire	80%*	0	0	0
Stopra	3	Firaga	3	Firaga Burst	20%	—	—	0
Stopra	3	Magnera	3	D-Link Magnet	100%	—	—	0
Stopra	3	Stop	3	Stopga	100%	0	0	0
Stopra	3	Stopra	3	Stopga	100%	0	0	0
Strike Raid	2	Barrier Surge	2	Wishing Edge	100%	—	—	0
Strike Raid	2	Bind	2	Binding Strike	100%	0	0	0
Strike Raid	3	Blizzara	3	Freeze Raid	100%	0	0	0
Strike Raid	2	Blizzard	2	Blizzara	100%	0	0	0
Strike Raid	2	Confuse	2	Confusion Strike	100%	0	0	0
Strike Raid	2	Poison	2	Bio Barrage	5%*	0	0	0
Strike Raid	2	Poison	2	Poison Edge	95%*	0	0	0



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## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Strike Raid	2	Sliding Dash	2	Payback Raid	100%	—	0	—
Strike Raid	3	Slot Edge	3	Treasure Raid	100%	—	0	—
Strike Raid	3	Thundaga	3	Thundaga Shot	85%	—	—	0
Strike Raid	3	Thundaga	3	Meteor Shower	15%	—	—	0
Strike Raid	3	Thundara	3	Stun Edge	95%*	0	0	0
Strike Raid	3	Thundara	3	Ars Solum	5%	0	—	—
Strike Raid	2	Thunder	2	Stun Edge	95%*	0	0	0
Strike Raid	2	Thunder	2	Ars Solum	5%	0	—	—
Stun Block	3	Dodge Roll	4	Thunder Roll	80%	—	0	—
Stun Block	3	Dodge Roll	4	Spark Raid	20%	—	0	—
Stun Edge	3	Barrier	3	Barrier Surge	100%	—	—	0
Stun Edge	2	Binding Strike	2	Wishing Edge	100%	—	—	0
Stun Edge	3	Block	1	Stun Block	100%	0	0	—
Stun Edge	2	Fire	2	Fire Strike	100%	0	0	0
Stun Edge	3	Magnera	3	Collision Magnet	80%	0	0	0
Stun Edge	3	Magnera	3	Magnet Spiral	20%	0	0	0
Stun Edge	2	Magnet	2	Magnera	100%	0	0	0
Stun Edge	3	Mine Shield	3	Quake	30%	0	—	—
Stun Edge	3	Mine Shield	3	Brutal Blast	70%	0	—	—
Stun Edge	3	Slot Edge	3	Time Splicer	10%	—	0	0
Stun Edge	3	Slot Edge	3	Blitz	90%*	0	0	0
Stun Edge	3	Thundara	3	Thunder Surge	100%	0	0	0
Stun Edge	2	Thunder	2	Thundara	100%	0	0	0
Stun Edge	2	Zero Gravity	2	Binding Strike	100%	0	0	0
Stun Edge	2	Barrier Surge	2	Wishing Edge	100%	—	—	0
Thundaga	4	Block	1	Stun Block	100%	0	0	—
Thundaga	4	Dodge Roll	4	Thunder Roll	80%	—	0	—
Thundaga	4	Dodge Roll	4	Spark Raid	20%	—	0	—
Thundaga	3	Firaga	3	Thundaga Shot	85%	—	—	0
Thundaga	3	Firaga	3	Meteor Shower	15%	—	—	0
Thundaga	3	Freeze Raid	3	Thundaga Shot	85%	—	—	0
Thundaga	3	Freeze Raid	3	Meteor Shower	15%	—	—	0
Thundaga	3	Strike Raid	3	Thundaga Shot	85%	—	—	0
Thundaga	3	Strike Raid	3	Meteor Shower	15%	—	—	0
Thundara	3	Binding Strike	3	Thundaga	90%*	0	0	0
Thundara	3	Binding Strike	3	Lightning Ray	10%*	0	0	0
Thundara	3	Confusion Strike	3	Thunder Surge	95%*	0	0	0
Thundara	3	Confusion Strike	3	Ars Solum	5%	0	—	—
Thundara	3	Fire Dash	3	Thunder Surge	100%	0	0	0
Thundara	3	Freeze Raid	3	Thunder Surge	100%	0	0	0
Thundara	3	Magnera	3	Munny Magnet	100%	—	—	0
Thundara	3	Strike Raid	3	Stun Edge	95%*	0	0	0
Thundara	3	Strike Raid	3	Ars Solum	5%	0	—	—
Thundara	3	Stun Edge	3	Thunder Surge	100%	0	0	0
Thundara	3	Thundara	3	Thundaga	90%*	0	0	0
Thundara	3	Thundara	3	Lightning Ray	10%*	0	0	0
Thundara	3	Thunder	3	Thundaga	90%*	0	0	0
Thundara	3	Thunder	3	Lightning Ray	10%*	0	0	0
Thundara	3	Zero Gravira	3	Zero Graviga	80%	0	0	0
Thundara	3	Zero Gravira	3	Warp	20%	0	—	—
Thunder	2	Aero	2	Aerora	95%*	0	0	0
Thunder	2	Aero	2	Tornado	5%	—	0	—
Thunder	2	Cure	2	Cura	100%	0	0	0
Thunder	2	Magnet	2	Magnera	100%	0	0	0
Thunder	2	Sliding Dash	2	Stun Edge	95%*	0	0	0
Thunder	2	Sliding Dash	2	Ars Solum	5%	0	—	—
Thunder	2	Strike Raid	2	Stun Edge	95%*	0	0	0
Thunder	2	Strike Raid	2	Ars Solum	5%	0	—	—
Thunder	2	Stun Edge	2	Thundara	100%	0	0	0
Thunder	3	Thundara	3	Thundaga	90%*	0	0	0
Thunder	3	Thundara	3	Lightning Ray	10%*	0	0	0
Thunder	2	Thunder	2	Thundara	100%	0	0	0
Thunder	2	Zero Gravity	2	Zero Gravira	90%	0	0	0
Thunder	2	Zero Gravity	2	Warp	10%	0	—	—



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## RECIPES BY INGREDIENT (CONTINUED)

INGREDIENT 1	LVL	INGREDIENT 2	LVL	COMPLETED COMMAND	SUCCESS RATE	TERRA	VENTUS	AQUA
Thunder Surge	4	Dodge Roll	4	Thunder Roll	80%	—	0	—
Thunder Surge	4	Dodge Roll	4	Spark Raid	20%	—	0	—
Thunder Surge	4	Fire Dash	4	Sonic Blade	90%*	0	0	0
Thunder Surge	4	Fire Dash	4	Lightning Ray	10%*	0	0	0
Thunder Surge	2	Sliding Dash	2	Payback Surge	100%	—	—	0
Treasure Raid	4	Aeroga	4	Wind Raid	100%	—	0	—
Treasure Raid	4	Magnega	4	Spark Raid	100%	—	0	—
Triple Blizzaga	4	Blizzaga	4	Deep Freeze	100%	—	—	0
Triple Blizzaga	4	Deep Freeze	5	Glacier	100%	—	—	0
Warp	4	Dark Haze	5	Sacrifice	100%	0	—	—
Warp	4	Magnera	3	Mini	100%	0	—	—
Warp	5	Poison Edge	3	Sacrifice	100%	0	—	—
Wind Raid	5	Break Time	4	Faith	100%	—	0	—
Wind Raid	5	Curaga	4	Salvation	100%	—	0	—
Wishing Edge	3	Barrier Surge	3	Blitz	90%	—	—	0
Wishing Edge	3	Barrier Surge	3	Time Splicer	10%	—	—	0
Wishing Edge	2	Cure	2	Slot Edge	100%	—	—	0
Wishing Edge	2	Ignite	2	Fire Strike	100%	—	—	0
Wishing Edge	3	Magnera	3	Munny Magnet	100%	—	—	0
Zero Graviga	4	Blitz	4	Magic Hour	90%*	—	—	0
Zero Graviga	4	Blitz	4	Meteor Shower	10%	—	—	0
Zero Graviga	4	Brutal Blast	4	Meteor	10%	0	—	—
Zero Graviga	4	Brutal Blast	4	Quake	90%	0	—	—
Zero Graviga	5	Magnet Spiral	4	Transcendence	100%	0	0	0
Zero Gravira	3	Confuse	3	Blackout	100%	0	0	0
Zero Gravira	3	Fire Dash	3	Dark Haze	100%	0	—	—
Zero Gravira	3	Magnera	3	D-Link Magnet	100%	—	—	0
Zero Gravira	3	Magnet	3	Collision Magnet	80%	0	0	0
Zero Gravira	3	Magnet	3	Magnet Spiral	20%	0	0	0
Zero Gravira	3	Poison	3	Blackout	100%	0	0	0
Zero Gravira	3	Thundara	3	Zero Graviga	80%	0	0	0
Zero Gravira	3	Thundara	3	Warp	20%	0	—	—
Zero Gravira	3	Zero Gravira	3	Zero Graviga	80%	0	0	0
Zero Gravira	3	Zero Gravira	3	Warp	20%	0	—	—
Zero Gravira	3	Zero Gravity	3	Warp	20%	0	—	—
Zero Gravira	3	Zero Gravity	3	Zero Graviga	80%	0	0	0
Zero Gravity	3	Confuse	3	Blackout	100%	0	0	0
Zero Gravity	3	Fira	3	Mine Shield	100%	0	0	0
Zero Gravity	3	Fire Surge	3	Dark Haze	100%	0	—	—
Zero Gravity	2	Magnet	2	Thundara	100%	0	0	0
Zero Gravity	2	Sliding Dash	2	Confusion Strike	100%	0	0	0
Zero Gravity	2	Stun Edge	2	Binding Strike	100%	0	0	0
Zero Gravity	2	Thunder	2	Zero Gravira	90%	0	0	0
Zero Gravity	2	Thunder	2	Warp	10%	0	—	—
Zero Gravity	3	Zero Gravira	3	Zero Graviga	80%	0	0	0
Zero Gravity	3	Zero Gravira	3	Warp	20%	0	—	—
Zero Gravity	2	Zero Gravity	2	Zero Gravira	90%	0	0	0
Zero Gravity	2	Zero Gravity	2	Warp	10%	0	—	—



SHIMMERING CRYSTAL	FLEETING CRYSTAL	PULSING CRYSTAL	WELLSPRING CRYSTAL	SOOTHING CRYSTAL	HUNGRY CRYSTAL	ABOUNDING CRYSTAL
Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
—	—	—	—	—	—	—
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
—	—	—	—	—	—	—
Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender	Treasure Magnet	EXP Chance
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender	Treasure Magnet	Lucky Strike
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prize Plus
Fire Screen	Attack Haste	Finish Boost	Once More	HP Boost	HP Prize Plus	Link Prize Plus
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Lucky Strike
Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost	Treasure Magnet	Link Prize Plus
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike



# BESTIARY

## UNDERSTANDING THE BESTIARY DATA

**HP AND EXP:** Each enemy's HP and EXP are determined by the Combat Level of the area in which they appear (see the following chart for those specific values). Those base values are modified by the multiplier listed in the enemy's data box to determine their stats.

**ELEMENTAL WEAKNESSES:** These weakness modifiers affect how much damage the enemy suffers when attacked by a spell, command, or basic attack charged with a particular elemental property. Thus, a value greater than 1 means the enemy takes additional damage, while a value less than 1 shows that the enemy is capable of resisting some of the damage.

**ITEM DROPS:** Sometimes enemies drop items when they are defeated. The odds of this happening are expressed as their Drop Rate. The exact items they drop are affected by your Shop Level, a hidden stat that tracks how far you've progressed through the game; Shop Level is also used to determine what items are for sale at shops. Your Shop Level begins at 1 and rises by 1 each time you clear a major world.

### BASE ENEMY STATS BY COMBAT LEVEL

COMBAT LEVEL	HP	ATTACK	DEFENSE	EXP
1	30	7	3	4
2	31	8	3	6
3	32	11	4	8
4	36	14	6	10
5	40	16	9	13
6	46	19	12	17
7	53	23	14	25
8	57	25	15	35
9	61	26	15	48
10	66	27	16	65

## THE UNIVERSED



### ARCHRAVEN

DROP RATE **6%**

HP	1.2
EXP	1.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-4	SHOP LEVEL 5-6
SHIMMERING CRYSTAL (40%)	SHIMMERING CRYSTAL (50%)
CONFUSE (60%)	CONFUSION STRIKE (50%)
SHOP LEVEL 7-8	
CHAOS CRYSTAL (5%)	
CONFUSION STRIKE (95%)	



### AXE FLAPPER

DROP RATE **24%**

HP	1.2
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 5-6
ABOUNDING CRYSTAL (60%)
STUN EDGE (40%)





## BLOOBMOB

DROP RATE **24%**

HP	1.2
EXP	3.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.75
DARK	X 1.0

SHOP LEVEL 5	SHOP LEVEL 6
SHIMMERING CRYSTAL (50%)	SHIMMERING CRYSTAL (50%)
MAGNERA (25%)	MAGNERA (25%)
HI-POTION (25%)	MEGA-POTION (25%)
SHOP LEVEL 7-8	
SHIMMERING CRYSTAL (50%)	
MAGNET SPIRAL (1%)	
MEGA-POTION (49%)	



## BLUE SEA SALT

DROP RATE **12%**

HP	1.0
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

SHOP LEVEL 4	SHOP LEVEL 5-6
SHIMMERING CRYSTAL (20%)	SHIMMERING CRYSTAL (25%)
BLIZZARD (40%)	BLIZZARD (25%)
ETHER (40%)	ETHER (50%)
SHOP LEVEL 7-8	
SHIMMERING CRYSTAL (50%)	
BLIZZARD (5%)	
MEGA-ETHER (45%)	



## BRUISER

DROP RATE **24%**

HP	1.5
EXP	2.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-2	SHOP LEVEL 3-5
PULSING CRYSTAL (25%)	PULSING CRYSTAL (40%)
HUNGRY CRYSTAL (25%)	HUNGRY CRYSTAL (30%)
POTION (50%)	HI-POTION (30%)
SHOP LEVEL 6-8	
PULSING CRYSTAL (40%)	
HUNGRY CRYSTAL (40%)	
MEGA-POTION (20%)	



## BUCKLE BRUISER

DROP RATE **24%**

HP	1.6
EXP	2.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 5	SHOP LEVEL 6-8
PULSING CRYSTAL (50%)	PULSING CRYSTAL (90%)
HUNGRY CRYSTAL (25%)	MINE SHIELD (5%)
HI-POTION (25%)	MINE SQUARE (5%)





## CHRONO TWISTER

DROP RATE **24%**

HP	1.5
EXP	2.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 4-5

SHOP LEVEL 6-8

FLEETING CRYSTAL (50%)

FLEETING CRYSTAL (50%)

STOP (25%)

STOP (45%)

SLOW (25%)

STOPRA (5%)



## FLOOD

DROP RATE **4%**

HP	0.5
EXP	0.2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-6

SHOP LEVEL 7-8

SOOTHING CRYSTAL (100%)

SOOTHING CRYSTAL (99%)

SECRET GEM (1%)



## GLIDEWINDER

DROP RATE **0%**

HP	0.5
EXP	1.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 2.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	VARIES*

\* ELEMENTAL WEAKNESSES AND RESISTANCES VARY BY COLOR:  
RED IS WEAK TO BLIZZARD AND RESISTANT TO FIRE;  
BLUE IS WEAK TO THUNDER AND RESISTANT TO DARK;  
YELLOW IS WEAK TO FIRE AND RESISTANT TO THUNDER.



## HARERAISER

DROP RATE **8%**

HP	1.0
EXP	1.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-2

SHOP LEVEL 3-6

HUNGRY CRYSTAL (40%)

HUNGRY CRYSTAL (40%)

POTION (60%)

CURE (60%)

SHOP LEVEL 7-8

HUNGRY CRYSTAL (40%)

CURE (59%)

MEGALIXIR (1%)





## JELLYSHADE

DROP RATE 8%

HP	0.5
EXP	0.2
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 5-8

SOOTHING CRYSTAL (40%)

AERO (60%)



## MALEFICENT'S HENCHMAN

DROP RATE 0%

HP	0.5
EXP	0.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## MANDRAKE

DROP RATE 8%

HP	1.2
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0

SHOP LEVEL 4-6

SHOP LEVEL 7-8

ABOUNDING CRYSTAL (60%)

ABOUNDING CRYSTAL (95%)

AERORA (40%)

AEROGA (5%)



## MONOTRUCKER

DROP RATE 10%

HP	1.1
EXP	1.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-3

SHOP LEVEL 4-5

HUNGRY CRYSTAL (50%)

HUNGRY CRYSTAL (40%)

SLEEP (50%)

STRIKE RAID (60%)

SHOP LEVEL 6

SHOP LEVEL 7-8

HUNGRY CRYSTAL (95%)

HUNGRY CRYSTAL (40%)

FREEZE RAID (5%)

STRIKE RAID (60%)



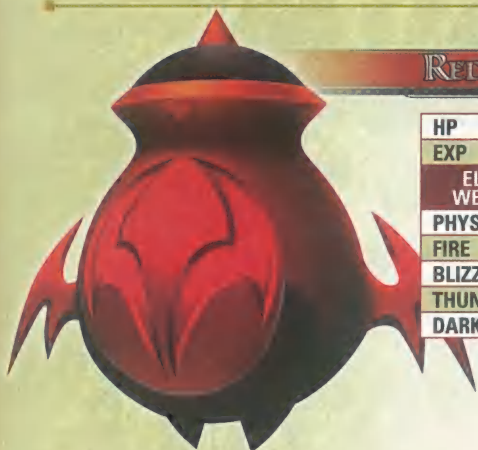


## PRIZE POD

DROP RATE **100%**

HP	7.0
EXP	5.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

When hit, drops ice cream ingredients items that vary by area.



## RED HOT CHILI

DROP RATE **12%**

HP	0.5
EXP	0.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 0.75

SHOP LEVEL 1-2	SHOP LEVEL 3
SHIMMERING CRYSTAL (20%)	SHIMMERING CRYSTAL (20%)
POTION (40%)	FIRE (40%)
ETHER (40%)	ETHER (40%)
SHOP LEVEL 4	SHOP LEVEL 5-6
SHIMMERING CRYSTAL (45%)	SHIMMERING CRYSTAL (25%)
IGNITE (5%)	FIRA (25%)
ETHER (50%)	ETHER (50%)
SHOP LEVEL 7-8	
SHIMMERING CRYSTAL (45%)	
FIRAGA (5%)	
ETHER (50%)	



## SCRAPER

DROP RATE **6%**

HP	1.0
EXP	1.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-2	SHOP LEVEL 3-8
WELLSPRING CRYSTAL (30%)	WELLSPRING CRYSTAL (50%)
POTION (40%)	HI-POTION (25%)
PANACEA (30%)	PANACEA (25%)



## SHOEGAZER

DROP RATE **8%**

HP	0.7
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-3	SHOP LEVEL 4
FLEETING CRYSTAL (40%)	FLEETING CRYSTAL (95%)
BIND (60%)	BLACKOUT (5%)
SHOP LEVEL 5-8	
FLEETING CRYSTAL (50%)	
BINDING STRIKE (50%)	





### SONIC BLASTER

 DROP RATE **12%**

HP	1.3
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 1.25
DARK	X 1.0

SHOP LEVEL 5-6	SHOP LEVEL 7-8
FLEETING CRYSTAL (60%)	FLEETING CRYSTAL (95%)
QUICK BLITZ (40%)	BLITZ (5%)

### SPIDERCHEST

 DROP RATE **12%**

HP	1.5
EXP	2.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-2	SHOP LEVEL 3
SHIMMERING CRYSTAL (30%)	SHIMMERING CRYSTAL (40%)
FLEETING CRYSTAL (30%)	POISON (40%)
POISON (40%)	PANACEA (20%)
SHOP LEVEL 4-8	
SHIMMERING CRYSTAL (40%)	
POISON EDGE (30%)	
PANACEA (30%)	

### TANK TOPPLER

 DROP RATE **12%**

HP	1.8
EXP	2.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 4	SHOP LEVEL 5-6
PULSING CRYSTAL (50%)	PULSING CRYSTAL (50%)
ZERO GRAVITY (25%)	ZERO GRAVIRA (25%)
BALLOON LETTER (25%)	BALLOON LETTER (25%)
SHOP LEVEL 7-8	
PULSING CRYSTAL (60%)	
ZERO GRAVIRA (5%)	
BALLOON LETTER (35%)	

### THORNBITE

 DROP RATE **12%**

HP	1.2
EXP	2.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

SHOP LEVEL 1-2	SHOP LEVEL 3-5
FLEETING CRYSTAL (40%)	FLEETING CRYSTAL (50%)
SLIDING DASH (60%)	FIRE DASH (50%)
SHOP LEVEL 6-8	
FLEETING CRYSTAL (95%)	
FIRE SURGE (5%)	







## TRIPLE WRECKER

DROP RATE **12%**



HP	1.4
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	VARIES*
BLIZZARD	VARIES*
THUNDER	VARIES*
DARK	X 1.0

### SHOP LEVEL 7-8

WELLSPRING CRYSTAL (90%)

MAGNEGA (5%)

COLLISION MAGNET (5%)

\* ELEMENTAL WEAKNESSES AND RESISTANCES VARY BY THE COLOR OF THE CENTRAL COMPONENT: RED IS WEAK TO BLIZZARD AND RESISTANT TO FIRE; BLUE IS WEAK TO FIRE AND RESISTANT TO BLIZZARD; YELLOW IS RESISTANT TO THUNDER.

## VILE PHIAL

DROP RATE **12%**



HP	0.8
EXP	1.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 0.75

### SHOP LEVEL 5

HUNGRY CRYSTAL (50%)

CURA (25%)

HI-POTION (25%)

### SHOP LEVEL 7-8

HUNGRY CRYSTAL (60%)

CURAGA (5%)

MEGA-POTION (35%)

### SHOP LEVEL 6

HUNGRY CRYSTAL (50%)

CURA (25%)

MEGA-POTION (25%)

## WILD BRUISER

DROP RATE **24%**



HP	2.0
EXP	2.5
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.75
THUNDER	X 0.75
DARK	X 1.0

### SHOP LEVEL 7-8

PULSING CRYSTAL (90%)

AEROGA (5%)

ELIXIR (5%)

## YELLOW MUSTARD

DROP RATE **12%**



HP	1.2
EXP	2.0
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.75
BLIZZARD	X 1.25
THUNDER	X 0.5
DARK	X 0.75

### SHOP LEVEL 5

SHIMMERING CRYSTAL (25%)

THUNDARA (25%)

ETHER (50%)

### SHOP LEVEL 7-8

SHIMMERING CRYSTAL (50%)

THUNDAGA (5%)

MEGA-ETHER (45%)

### SHOP LEVEL 6

SHIMMERING CRYSTAL (50%)

THUNDARA (25%)

MEGA-ETHER (25%)



# BOSSSES

## BRAIG (RADIANT GARDEN)

HP	600
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE, POISON, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## BRAIG (KEYBLADE GRAVEYARD)

HP	750
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## CAPTAIN HOOK

HP	700
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO MINI, DEATH EFFECTS, MAGNET AND WARP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





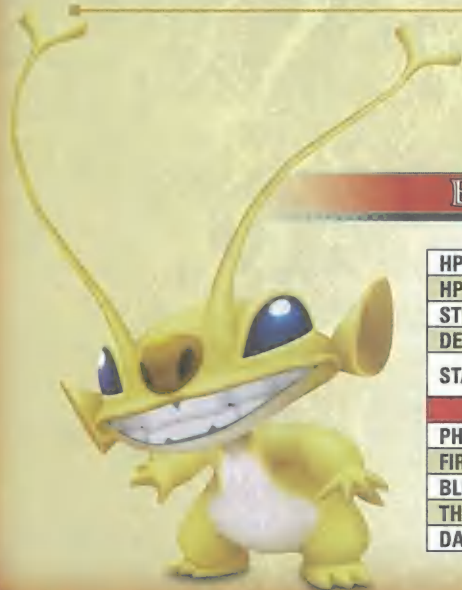


## CURSED COACH

HP	250
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## DRAGON

HP	600
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



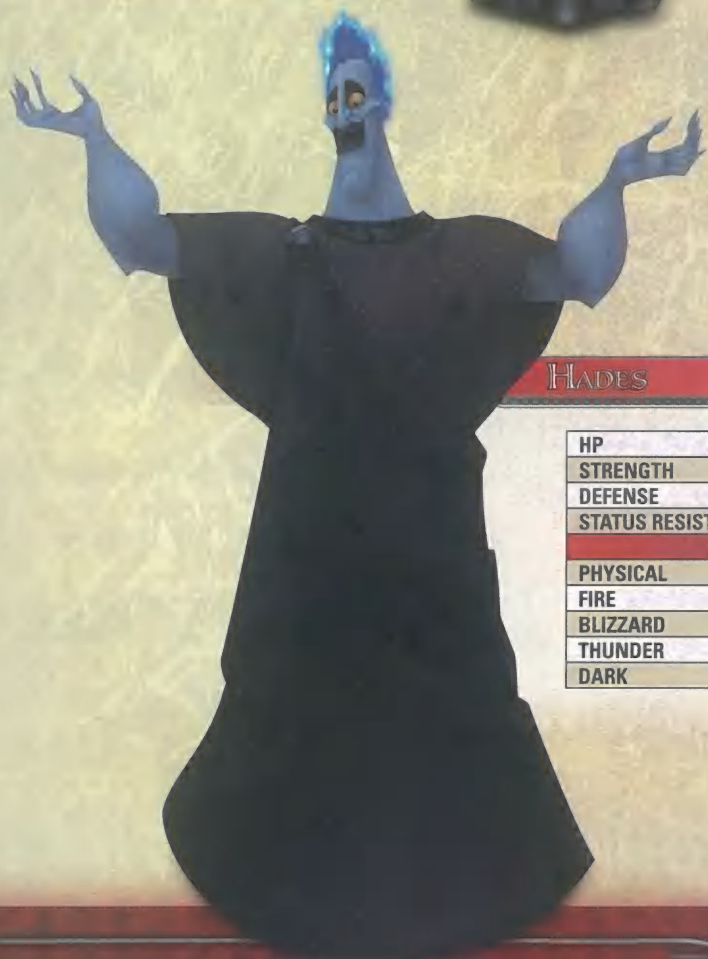
## EXPERIMENT 221

HP (EXPERIMENT 221)	500
HP (ROBOTIC ARMS)	150
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, CONFUSE, POISON, AND STOP
ELEMENTAL WEAKNESSES (EXPERIMENT 221)	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.25
THUNDER	X 0.75
DARK	X 1.0



## CAPTAIN GANTU

HP	600
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT POISON
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## HADES

HP	450
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT FREEZE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 0.5
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75





## ICE COLOSSUS

HP	400
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.25
BLIZZARD	X 0.5
THUNDER	X 0.75
DARK	X 0.75

## LUCIFER

HP	400
STRENGTH	8
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## MAD TREANT

HP	300
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.5
DARK	X 1.0



## MALEFICENT

HP	450
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 0.5
DARK	X 1.0

## MASTER ERAQUS

HP	750
STRENGTH	25
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.5



## MASTER XEHANORT

HP	900
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.75

## METAMORPHOSIS

HP	500
STRENGTH	19
DEFENSE	12
STATUS RESISTANCES	IMMUNE TO ALL BUT IGNITE AND POISON
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## PETER PAN

HP	700
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, STOP, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## SPIRIT OF THE MAGIC MIRROR

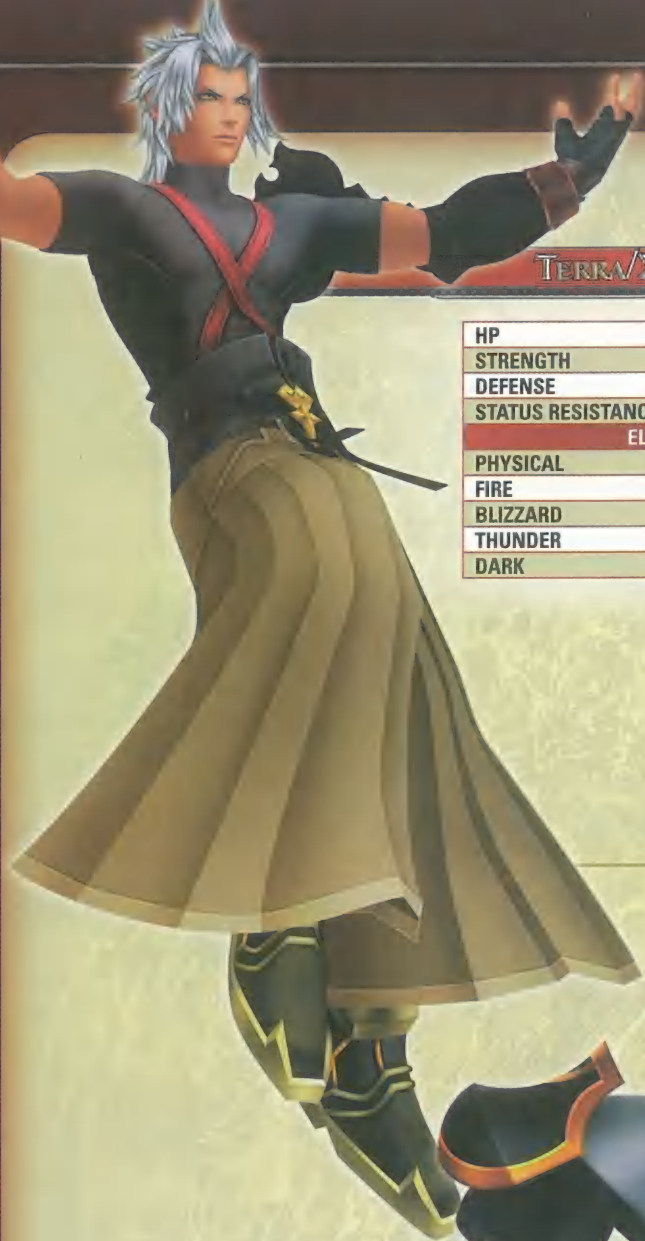
HP	300
STRENGTH	11
DEFENSE	4
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, POISON, AND SLEEP
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

## SYMPHONY MASTER

HP (MASTER)	450
HP (INSTRUMENTS)	200
STRENGTH	8
DEFENSE	3
STATUS RESISTANCES (MASTER)	IMMUNE TO ALL BUT IGNITE AND POISON
STATUS RESISTANCES (INSTRUMENTS)	IMMUNE TO ALL BUT FREEZE, MINI, CONFUSE, STOP, ZERO GRAVITY, AND MAGNET
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0 (VIOLIN: X1.5)
BLIZZARD	X 1.0 (TRUMPET: X 1.5)
THUNDER	X 1.0 (DRUM: X 0.5)
DARK	X 1.0







### TERRA/XEHAORT

HP	1000
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 0.75

### TRINITY ARMOR

HP (EACH PIECE)	800
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0







## VANITAS

**RADIANT GARDEN**

HP	550
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, ZERO GRAVITY, AND MAGNET
<b>ELEMENTAL WEAKNESSES</b>	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

**NEVER LAND**

HP	550
STRENGTH	23
DEFENSE	14
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, AND ZERO GRAVITY
<b>ELEMENTAL WEAKNESSES</b>	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

**BADLANDS**

HP	550
STRENGTH	14
DEFENSE	6
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, ZERO GRAVITY, AND MAGNET
<b>ELEMENTAL WEAKNESSES</b>	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

**KEYBLADE GRAVEYARD: TERRA VERSION**

HP	550
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, SLEEP, AND ZERO GRAVITY
<b>ELEMENTAL WEAKNESSES</b>	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## VANITAS

### KEYBLADE GRAVEYARD: VENTUS VERSION, PART I

HP	600
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0

### KEYBLADE GRAVEYARD: VENTUS VERSION, PART II

HP	700
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## VENTUS/VANITAS

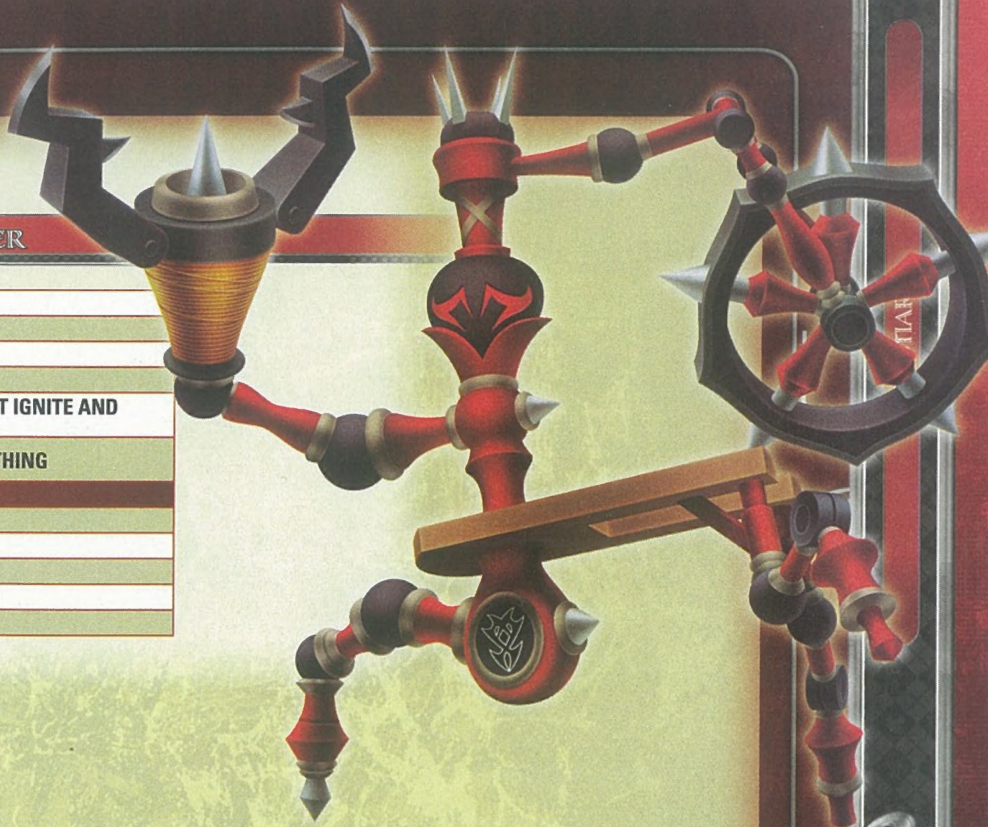
HP	1000
STRENGTH	26
DEFENSE	15
STATUS RESISTANCES	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





## WHEEL MASTER

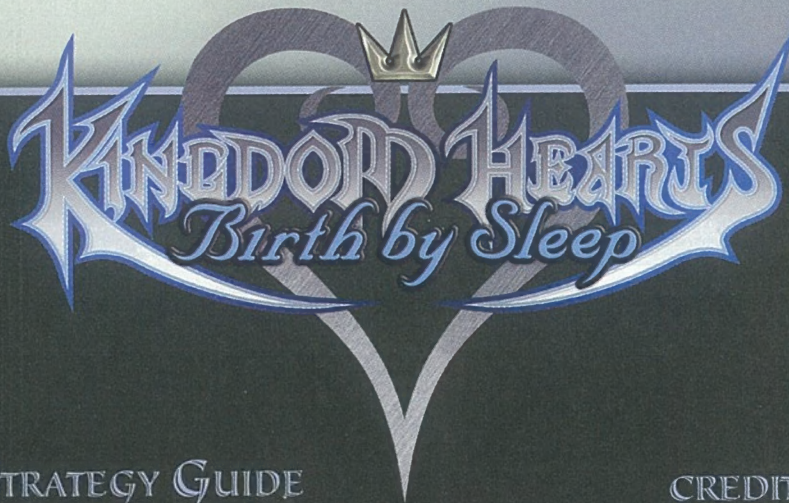
HP (BODY)	400
HP (ARMS)	250
STRENGTH	7
DEFENSE	3
STATUS RESISTANCES (BODY)	IMMUNE TO ALL BUT IGNITE AND POISON
STATUS RESISTANCES (ARMS)	IMMUNE TO EVERYTHING
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.5
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0



## ZACK

HP	600
STRENGTH	16
DEFENSE	9
STATUS RESISTANCES	IMMUNE TO ALL BUT STUN, FREEZE, IGNITE, POISON, AND ZERO GRAVITY
ELEMENTAL WEAKNESSES	
PHYSICAL	X 1.0
FIRE	X 1.0
BLIZZARD	X 1.0
THUNDER	X 1.0
DARK	X 1.0





## OFFICIAL STRATEGY GUIDE

Written by Casey Loe

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